



BASED ON A GAME
RATED BY THE
ESRB
EVERYONE 10+

ATELIER IRIS 2

THE AZOTH OF DESTINY

Prima Official Game Guide

Thomas Hindmarch



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I ntroduction



WELCOME TO THE WORLD OF ATELIER IRIS 2

The action in *Atelier Iris 2: The Azoth of Destiny* simultaneously unfolds across two worlds. In one world, Felt Blanchimont wields the Azure Azoth, an alchemical masterwork with which he finds and repairs ancient relics to save the world of Eden. At the same time, he becomes unwittingly involved in a rebellion movement against a tyrant who would be emperor.

In the other world, Viese Blanchimont uncovers ancient lore and uses alchemy to construct the items and equipment Felt needs to survive his quest. To save Felt, and thus her world, Viese must learn more—and faster—than any alchemist before her.

Joined by the Share Rings they both wear, Felt and Viese can trade items back and forth, even across worlds.

THE WORLD OF EDEN

The world of Eden is calm and peaceful. Here, humans live in harmony with Mana, the spirits of the natural world, atop a series of islands that float high in an endless sky. There are no monsters in Eden, and there is no war.

Alchemy is the science of Eden, and young humans study to become full-fledged alchemists. By making pacts with powerful spirits—of Fire, Water, Wood, Metal, Stone, Dreams, Fragrance, Life, Darkness, Poison, and more—humans can learn to create new and powerful items.

Eden has always been this way and always will, with only a few signs that anything has ever been different. One is the mysterious Belkhyde Gate, which stands in a clearing south of Noir, Eden's only city. The gate's purpose is clear, but it has never been opened in any human's lifetime.

The other is the Azure Azoth, a sword that has remained set in place in the Marmel Forest for centuries. No one has ever been able to draw it forth, although many have tried.

THE WORLD OF BELKHYDE

A world torn by constant war, Belkhyde is much bigger than Eden and is much more dangerous. Most of Belkhyde's population is human. Alchemy is only distantly known to them, as a black science mentioned briefly in old books.

Unlike Eden, Belkhyde is built on land and sea, from the shores of Riesevelt to the burning deserts of Tatalia Village to the confusing paths through the Dark Forest. Humans share this land with a few other races, such as the catpeople of Zwtal Village and the rare mystical beasts of the Dark Forest, as well as a host of lethal monsters.

Belkhyde's biggest problem is simple but dangerous: The current consul for the empire of Riesevelt is a greedy and vicious man named Theodore who dreams of expanding the empire and his own powers. By his command, the citizens of Riesevelt live in fear, and his armies march to invade peaceful kingdoms.

The only hope for an end to the struggle is the small Simsiltian Army (or the Simsilts), a revolutionary group led by a man known only as Max.

WORLDS COLLIDE

One beautiful day in Eden, a series of earthquakes leaves behind untold destruction. At the same time in Belkhyde, the Simsilts' war against the empire takes a disastrous blow.

Somehow, what's happening in Belkhyde is having an effect on Eden. If the destruction goes unchecked, Eden will crumble into nothing.

One young boy from Eden must go to Belkhyde to discover the cause of what has happened and, somehow, fix everything.

DRAMATIS PERSONAE

In the two worlds of *Atelier Iris 2*, you meet dozens of people, both fair and foul. Here's a quick rundown of who you should know.

⊗ FELT BLANCHIMONT

Our hero Felt was orphaned at an early age and grew up as a ward of the Eden Temple, along with his best friend and foster sister Viese.

If only he was a better student, Felt would be a great alchemist. He's already mastered the art of Mana Synthesis, but true Synthesis—making something from nothing, rather than simply copying an existing item—is still beyond him. Felt would rather play at swordsmanship (even though there's nothing in Eden that would ever require the use of a sword) than hit the books.

Fortunately, Eden ends up needing a swordsman. Whether it's by destiny or dumb luck, Felt is the one who draws the ancient sword, the Azure Azoth, from its resting place and the one who activates the long-dormant Belkhyde Gate.



⊗ VIESE BLANCHIMONT

The very day Viese becomes a full-fledged alchemist is the same day everything goes wrong. She's young and inexperienced, but she must learn fast if she wants to help save Eden.

Like her adopted brother and best friend Felt, Viese is an orphan. She lives with him in a small house in the city of Noir. Unlike Felt, Viese is both dedicated and focused, which is why she's an alchemist and he's just an apprentice.

While Felt ventures into Belkhyde, Viese remains behind in Eden to support him from afar. Thanks to the ancient artifact called the Share Ring, Viese and Felt can trade items back and forth from world to world. When Felt finds alchemical recipes or rare items, Viese can use them to create new equipment and weapons.



Noin

A powerful martial artist and a member of the Simsiltian Army, Noin is a dedicated revolutionary in the fight against the empire. Her potent survival skills are invaluable to Felt as he travels throughout Belkhyde.

Max, the leader of the Simsilts, raised Noin after her mother died. She's firmly dedicated to both him and his cause.

GRAY

A wandering warrior, he's known throughout Belkhyde as Gray the Dragon Slayer. He's slain so many dragons, in fact, that he's been cursed with their shape.

Gray has seemingly been everywhere: He knows everyone, and he's fought everything. Why does he accompany Felt? Because he's never saved the world before, and he has nothing else to do at the moment.



FEE

Fee is an orphan. As an infant, she was found at the steps of the Altena Church, where the high priestess Eizlen raised her.

As an adult, Fee serves the church as a holy warrior. She wields twin scythes and is sent out to destroy that which would threaten her religion. At first, unfortunately, that includes Felt.





IRIS

A mysterious young girl who lives in Eden, Iris claims to be an orphan just like Viese and Felt. She has an unbelievable amount of natural talent at alchemy.

For much of the game, Iris accompanies Viese on her adventures throughout Eden.



POE

He's just "Poe" to everyone else, but Poe insists he's also known as "Flashbang Poe, the Gun Mana." If there's anyone who actually calls him that, you won't run into them during the course of the game.

Poe's a young and foolish fairy who loves the ladies. *Any* ladies. Despite that, and his tendency to shoot his mouth off, he's a valuable ally for Felt during his time in Belkhyde.



CHAOS

One of the three Imperial Champions of the empire, Chaos is also known as the "Lightning Blade." He's a powerful opponent, capable of taking on hundreds of lesser soldiers simultaneously. What makes him truly dangerous, however, is his hidden agenda.



MAX

Max is the leader of the Simsilts. In combat, he's a powerful swordsman and a great leader. In exchange for a few small favors, he'll give Felt all the help he needs to complete his quest. Now, if he could only remember Felt's name...



HAGEL

Hagel is one of the most gifted blacksmiths of his age. An hour of Hagel's work is better than a week's work from a crew of lesser craftsmen. Fortunately, he's also dedicated to the Simsilts' cause, which makes him a potent ally.



KREUZ

Kreuz is the highest-ranking alchemist in Eden and is the man in charge at Eden Temple. In a way, that makes him Viese and Felt's boss. When you're in doubt about what to do next in Eden, go see Kreuz. He'll set you on the right path.



LUTANUS

Lutanus is the head librarian at Eden Temple. When Viese needs a book or some research help, Lutanus is the person to talk to. Unsurprisingly, she can usually be found in the library, fully absorbed in an ancient text.



THEODORE

Theodore enjoys a good drink, a fine cigar, and abusing his power. As consul, he speaks for the empire, and, apparently, the empire wants war, conquest, and unquestioned obedience. Theodore's not a very nice person.



GALAHAD

Galahad is a powerful warrior and an inspiring leader. With him as its head, an army almost cannot fail, and in combat, he's a nearly unstoppable force. He's also an honorable man who's sworn to serve the empire... even when the empire is being represented by someone like Theodore.



TOLENA

A giggly girl who's either cheerfully oblivious or an incredibly good actress, Tolena is one of the three Imperial Champions, alongside Galahad and Chaos. She is a force to be reckoned with, but that's hard to believe if you've ever talked to her.



YUVERIA

Yuveria's image appears to Felt and Viese at the Belkhyde Gate and summons Felt to Belkhyde. When Felt finds her, one mystery will be solved, but several more will pop up in its place.



YACH

Yach's parents were both alchemists. He's a salesman, and a good one. He owns and operates one of the two general stores in Noir.



MIT Sue

Mitsue is a catgirl, and like all catpeople, she hails from the isolated village of Zwital, the center of commerce for the whole of Belkhyde. She's an enterprising young merchant who wanders the land looking for new products.



EIZLEN

The high priestess of the Altena Church in eastern Belkhyde, Eizlen raised Fee from infancy. She keeps secrets that the rest of the world has long forgotten.



MELONA

Melona runs the other general store in Noir. She's friends with Viese and spends most of her time coping with the antics of Coco, her only employee.

Basic Training

Belkhyde is a dangerous place. From the moment Felt touches down in Belkhyde, you find yourself occasionally involved in pitched battles for your very survival. Thus, to master Atelier Iris 2, you must get a firm handle on the way its combat system works.

In the next few chapters, we examine parts of this system in depth. Right now, however, we'll go over the basics to give you a solid grounding in the game's terminology.

COMBAT BASICS

THE COMBAT SCREEN



- | | |
|------------------|---------------------|
| 1 Our heroes | 5 Active Turn meter |
| 2 Your opponents | 6 Opponent's HP |
| 3 Your HP/MP | 7 Your commands |
| 4 Skill gauge | |

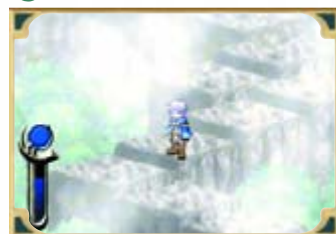
ACTIVE TURN METER



The Active Turn meter tells you at a glance who's next in the turn rotation. A character's Speed stat determines how fast his icon moves along the meter, while his starting position at the beginning of combat is largely random.

To help determine which icon is which, note that the icon of your currently targeted opponent is lighter than the other icons on the meter.

ENCOUNTER GAUGE



When you're in any environment where combat could occur, whether it's an open field or a dank crypt, this handy gauge appears in the screen's lower-left corner. Each random encounter in a given locale typically reduces the gauge by one-fifth.

When the gauge is empty, you can roam at random without triggering any further random encounters.

Further, the gauge's color indicates how likely you are to get into a fight. If the gauge is blue, you're safe. As you move around an area, it slowly darkens to green, then red. If it's red, you're going to hit a random encounter at any second, so heal up.

SKILL GAUGE



Using Charge Attacks or being struck by enemies fills the Skill gauge. A single Charge Attack usually generates half a meter, whereas getting hit with enemy attacks only tends to give you one or two bars' worth at a time. Still, every little bit helps.

The contents of the Skill gauge can be spent on your characters' combat skills, such as Felt's Mana Strike or Noin's Force Blast.

COMBAT OPTIONS

CHARGE ATTACK



This is your standard method of inflicting damage upon an opponent. When in doubt, use Charge Attack. Using the Charge Attack is the fastest and most efficient way to fill up your Skill gauge.

BREAK ATTACK



A Break Attack does not affect your Skill gauge. Upon connecting with an opponent, it sends them farther to the left on the Active Turn meter.

If a successful Break Attack sends an enemy's Turn icon into the pale yellow part of the

Active Turn meter, they become stunned. This state will be further indicated by yellow stars orbiting the opponent's Turn icon. While an enemy is stunned, any attacks launched against them have a very high chance of inflicting critical damage. This is referred to as a *chain combo*.

DEFENSE



Sometimes, the best (or only) thing to do is to focus on not taking damage. At that point, select the Defense option.

While a character is Defending, he or she takes roughly half-damage from any incoming attacks. Defending also

makes it far more likely that passive skills, such as Block or Dodge, will kick in and prevent all damage. Defense lasts until your character's next turn.

ITEMS



Thanks to Viese's alchemy, you have hundreds of items to play with, both defensively and offensively. Grenades, summoned monsters, improvised explosives, odd weather patterns, meteor strikes, and more can be used to your advantage.

MANA SYNTHESIS



Only Felt (and later, Viese) can use the Mana Synthesis combat option. This works exactly like using an item, except you use up your stock of elements rather than your actual item supply.

This is good if you have a ton of elements in reserve but

not many items, or if you're running out of supplies in the depths of a dungeon. Keep an eye on your element supply, however, as it has a nasty habit of running out at the worst possible moment.

SKILLS



Each character possesses several special skills they can use in combat. Whether it's Noin's healing magic, Fee or Poe's multitarget attacks, or Felt hitting somebody very hard, skills will prove to be your single most valuable tactical option.

Combat skills are fueled by the Skill gauge. You begin each fight with one full bar in the meter, and you can use Charge Attacks to build up as many as nine bars. Each skill you learn burns one to three bars' worth of meter.

YOUR PARTY



Our heroes! As a general rule, you want to have two strong attackers with good Defense in the front two spots and your designated spellcaster in the back. The guys up front tend to intercept most of the damage.

THE OTHER GUYS



The fiendish villains who stand in your path will always occupy the screen's left side.

The positioning of enemies is an important part of the game. Enemies that are standing close together or roughly in a line can be simultaneously hit with multi-

target skills and offensive items. Your opponents' position is set at the beginning of the fight, and barring an enemy's defeat or the arrival of reinforcements, it will not change.

THE STUN ZONE



If a Break Attack propels an enemy's Turn icon into the Turn meter's far left end (the Stun zone), they are stunned and vulnerable to a chain combo.

BREAK AND CHARGE ATTACKS

There are two main basic attacks: the Break Attack and the Charge Attack. You have access to both from the very beginning, and you use them for the game's duration.

CHARGE ATTACKS



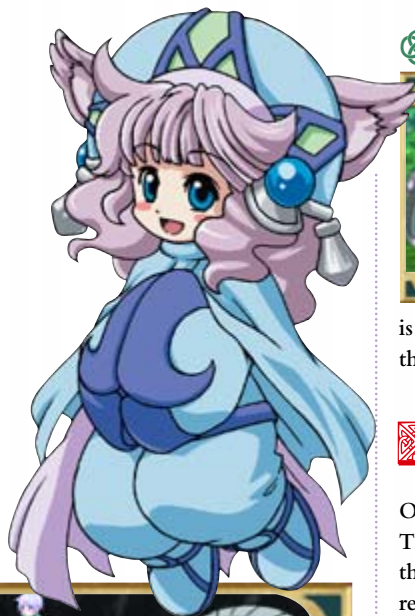
This is simple, if a bit unspectacular. When you opt to use a Charge Attack, your character hits an opponent with his chosen weapon.

Charge Attacks do full damage to their target, and you can enhance them with a variety of special effects as you move throughout the game. Some characters, such as Fee, can hit more than one opponent at a time with Charge Attacks if the enemies are standing close enough together.

When you land a successful Charge Attack, you fill half a meter on your Skill gauge. It doesn't matter if the attack actually does any damage; it just has to hit something.

If two enemies are standing close enough together, any character's Charge Attack can hit them both at once. Fee's Charge Attack has the broadest area of effect; Gray and Viese have the narrowest.





BREAK ATTACKS



Break Attacks do slightly less damage than Charge Attacks but have many of the same secondary effects. For example, skills that add secondary effects, such as Elemental Damage (L Damage, F Damage, etc.), still kick in if you're Break Attacking.

More importantly, a successful Break Attack pushes the target's Turn icon farther left on the Active Turn meter, thus delaying his next action. If you push the Turn icon into the meter's yellow part, you set the target up for a chain combo. An invalid Break Attack—a physical Break Attack against a target that's immune to physical damage—will not move the target's icon at all.

However, Break Attacks do function on a rule of diminishing returns. You can't simply have each of your characters Break Attack and indefinitely suspend a single opponent's turn, nor can you send an enemy's Turn icon into the yellow if he's about to act. The more Break Attacks you use in sequence, the less effective each individual attack will be. After hitting the same opponent with two Break Attacks in a row, you'll be lucky if he reacts at all to a third.

Of course, this is still a good strategy if you're only facing one opponent and your side is full of high-Speed characters like Fee and Poe. Try to keep firing off Break Attacks to wear away the enemy's HP, while simultaneously preventing him from taking a turn. It's a little cheap, but, fortunately, there are no referees.

The best time to go for a Break Attack is right after your target has taken an action, especially if it's one that has left his Turn icon right next to the yellow zone on the meter. Pick your opportunities carefully.



THE FINAL BLOW



The character who strikes the final blow in a battle receives a 10 percent bonus to the Experience Points awarded after the fight.

In order to get the bonus, you must actively attack the enemy. If the last bit of damage is inflicted with Noin and Fee's Counter skill, an offensive item, or if the enemy keels over on his own from Poison, no one gets a bonus.

CHAIN COMBOS

One of the keys to victory is the use and abuse of chain combos. This vital tactic is based on the notion that if you continually beat the pudding out of somebody without giving them a chance to react, you will probably win.

It's not subtle, but it's effective.



As noted in the "Combat Basics" section, when you hit an opponent with a Break Attack, you send their Turn icon farther down the Active Turn meter, delaying their next turn. If that Break Attack sends their Turn icon into the meter's yellow part, they'll be stunned.

Here's where the fun starts.

The attack that stuns an enemy counts as the first hit of a chain combo. Until the enemy's Turn icon leaves the yellow zone, every attack you hit them with counts as at least one subsequent hit in the chain.



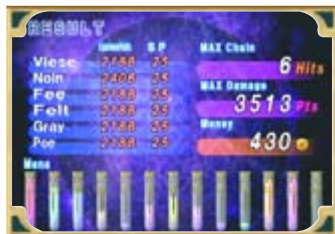
There are several advantages to this. An attack that's part of a chain combo does extra damage and has a very high Critical Hit rate. The more hits you rack up, the more damage each individual hit does.

Thus, to get the most mileage out of your chain combos, build up your Skill gauge before stunning an enemy, then bust out your best multihit attacks. Many skills hit multiple times, of course, but you can get quite a few bonus hits by stacking on passive skills like Double Attack, Extra Blow, and elemental bonuses.

For example, if Felt is equipped with Extra Blow and the Lightning Azoth, which has the L Damage skill (inflicting a second weak hit whenever Felt attacks), his Charge Attack will count for at least two hits in a combo and might hit for three if Extra Blow kicks in.



If an offensive time effect goes off during a chain combo, its effect will count as another hit in the chain.



Finally, an enemy who's defeated with a chain combo is worth bonus Experience Points (EP) and Skill Points (SP).



One good strategy is the use of healing skills. It's a good idea to keep Noin or Viese around at the end of each battle so they can use the last of your meter on a skill that heals the entire party, such as Bless of Rain or Heal Breeze. This helps keep your LIFE high without forcing you to burn a ton of items or elements after the fight.

SKILLS AND THE SKILL GAUGE

Atelier Iris 2 uses a unique system to govern each character's abilities, which are referred to as "skills." These range from powerful and unique attacks to simple stat boosts that are conveyed via a character's equipment.

Since skills are a massive part of gameplay, let's take a moment to discuss their usage.

ACTIVE VS. PASSIVE SKILLS



Active skills are ones that appear in a character's Skill list during combat. These are valuable tactical options and represent your most powerful attacks and most valuable defensive abilities.

Examples of active skills include Felt's Mana Strike, Noin's Force Blast, and Gray's Twin Dragon.



Passive skills are conveyed to your characters through the weapons and equipment they currently have equipped. While passive skills' effects are subtle, they're still important. You can use passive skills to improve on a character's weak spots or to

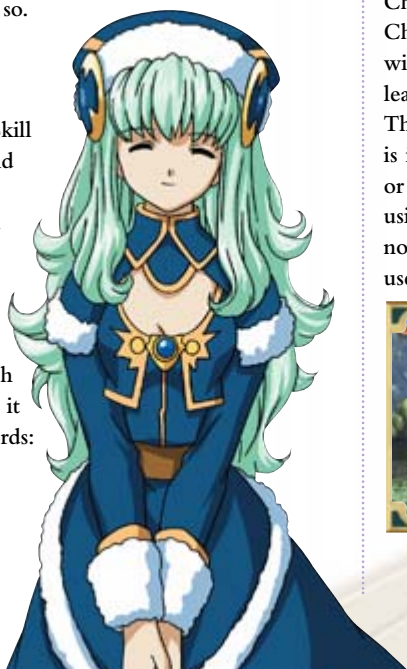
give your characters the extra bump they need to overpower a particularly tough opponent.

Examples of passive skills include Offense, Defense, Experience Up, and Skill Point Up. A typical passive skill will improve the attached statistic by 10 percent or so.

USING SKILLS

This game uses the rechargeable Skill gauge to govern when you can and cannot use a given skill; the more powerful a skill is, the more you'll have to charge up before you can use it.

There is no reason not to use skills at every opportunity. Since the Skill gauge resets between each battle, you don't need to conserve it for future encounters. In other words: if you've got it, use it.



CHARGING UP

To use your active skills, you must first fill your Skill gauge. This is your Skill Gauge. It is your best friend. Say "hello."

Each time you fill the bar, you receive one meter's worth of charge, often referred to in this guide as a "meter." One meter is equal to 10 units' worth of charge, and you can hold a maximum of nine meters in the gauge.



You begin combat with one meter's worth of charge on the Skill gauge. You can get more meters in one of three ways.



The first method is to use a Charge Attack. As long as a Charge Attack actually connects with an opponent, you get at least five units' worth of charge. This applies even if the opponent is immune to that type of damage or if they block it somehow, using one of a couple of very rare skills (such as Cat Shield). It does not apply if you attack an off-screen enemy (i.e., a Puni who's just used Puni Drop and has yet to descend).



The second method of generating meter is, unfortunately, to get hit. When one of your characters is struck by an enemy attack, you usually gain at least one unit's worth of charge. Although you don't want to get hit, if you do, this is a beneficial side effect.

Multihit enemy skills will frequently, but not always, give you one unit per hit. Usually, the more hits a given attack does, the less likely it is to generate meter for you.

Finally, certain items and abilities can improve the rate at which your Skill gauge recharges. The Charge Up passive skill, which appears on the Magatama Cone as a Secret Factor, improves the charge rate by 10 percent, which is usually enough to add at least one extra unit per Charge Attack.

You can also improve your recharge rate with the Daza's Belt accessory, which restores meter every time its wearer is healed.

Finally, if Viese is in the party and has learned the Restore skill, the Skill gauge recharges slightly every round.

LEARNING NEW SKILLS



You can use active or passive skills by equipping the item that has that skill as a Secret Factor. After you equip the item, your character immediately enjoys the benefits of the conferred skill.

After each battle you get into thereafter, you'll earn Skill Points (SP). You are awarded SP on a sliding scale according to a given monster's power level. If you're dealing with monsters that are your level or higher, you'll get a ton of SP. If you go picking on monsters that are far weaker than you, you'll get almost none.

When you gather enough SP, your character learns the skill. It's now permanent and will continue to convey its benefits even when you remove the item that taught it.



As of the end of Episode 5, each character can learn a complement of new active skills via weapon synthesis. Each new weapon usually has a passive skill, which usually imparts some secondary effect to the weapon's attacks (i.e., bonus damage, a

raised critical rate, etc.).

Most of your characters' weapons will teach them new active skills via a Secret Factor. You can use that active skill without limitation as long as the character is wielding that weapon; once the skill is learned, you can change weapons and continue to use the learned skill.

Each weapon's passive skill is also transferred, wholly or in part, to the next weapon you synthesize. Passive weapon skills all stack, so by the time you work your way up to a character's final weapon, you have several bonus effects. A high-level Felt tends to hit four or five times a round, Fee and Noin inflict negative statuses with every hit, Gray has a ton of secondary elemental damage effects, and so on.



Nonweapon passive skills are taught by certain Alchemy items. You can begin to equip Alchemy items upon receiving the Legin's Wing Key from Max at the end of Episode 4.

There is seemingly no limit to the amount of passive skills a single character can learn. There is no reason not to teach each character every passive skill there is; although, certain characters need certain passive skills more than others. We discuss that a bit more in the "Character Breakdown" section.

TIME EFFECTS

It takes a little while before you gain access to time effects, but they're an interesting and versatile part of your combat strategy. Many offensive items evoke a time effect, such as the Dragon Gem or Dark Lightning Cloud; both Viese and Poe have skills that'll begin a defensive time effect.



The Dragon Gem in action.

A time effect is a persistent ability. When a time effect is used, it immediately goes off and its icon appears on the Active Time meter. Whenever that icon's turn comes up, the time effect goes off again, thereby recreating the time effect once more.



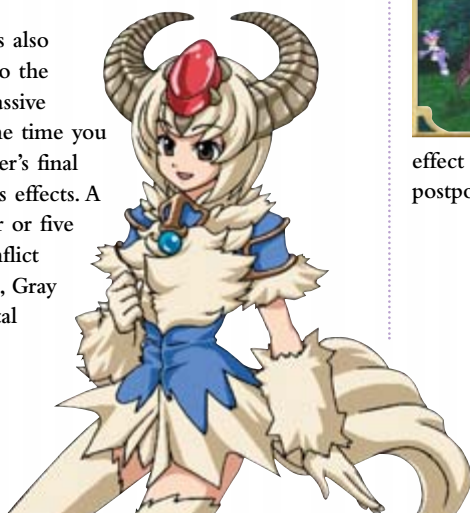
An average time effect lasts five turns or until combat ends. It persists even if the character who invokes it is knocked out or you switch that party member out. Using the same time effect twice extends its duration, instead of invoking a second identical effect.

Each side of a combat can have only one time effect going at once. Using a second effect replaces the original. For example, if Poe casts Refuel Shot and then uses a Dark Lightning Cloud, the Dark Lightning Cloud replaces the Refuel Shot.



An advantage of a time effect is that unless you replace it, it can't be stopped or delayed by your enemies. It just keeps going off like clockwork until its duration expires. This is also an advantage that your enemies have. If an enemy has a time

effect going, such as Chaos's Crimson Ambition, you cannot stop, postpone, or dispel it; just carry on despite it.



At the beginning of a long fight, it's never a bad idea to throw out a time effect. Poe's Refuel Shot is practically a necessity for any serious battle; as soon as you have the meter to burn, fire it off and tag Poe out. When Viese joins the group, use her superior healing skills, such as Healing Rain, instead of Poe's.



COMBAT FORMATION

After you have more than one member in your party, you can choose the formation of your party using the appropriate option on your Status screen. This allows you to determine where each character stands during combat, who is in your active party, and who will jump in first should a member of your active party get knocked out.



Defense warrior types should be first in line, with a secondary warrior standing behind. Your designated spellcasters and healers should occupy the back line, where they're safest.

SUGGESTED CONFIGURATIONS



Felt or Noin should fill the second position, as they're second up in the Defense sweepstakes. Fee and Poe, with their low LIFE and Defense, should stand in the back at all times. Place Viese, who tends to have higher stats than the other characters, in the second or third spots as appropriate.



The third spot belongs to Poe, or later, Viese. Their job is to throw out a healing Time effect the moment they have the meter for it; then Noin or Fee will tag them out, depending on which you designate. Either character can use high-powered skills to rack up damage during chain combos.

If Gray is in your active party, he should stand in front. He has the LIFE and Defense to handle almost anything that comes his way. Otherwise, Felt or Noin should be first in line.



If there's a boss coming up, stick Gray in the front line and Felt in the second spot. Gray should be there to take the hit, and Felt is an excellent "battery" character. Simply Charge Attack with them to build meter for your third character.

EXPERIENCE POINTS, SP, AND COLE

Felt begins the game as a humble apprentice who's never actually trained with a sword before. By the endgame, he's evolved to become one of the most dangerous swordsmen in two worlds.

EXPERIENCE POINTS

Each monster you defeat is worth a set number of Experience Points and currency, which you receive after the fight.



The character who delivers the battle's final blow receives a 10 percent Experience and SP bonus—but only if the character dropped the final monster using a skill, a Charge Attack, or a Break Attack. If you won the fight with an attack item, Noin or Fee's Counter skill, or the damaging effects of Poison, you won't get the 10 percent bonus. Any character that is still KOed at the end of a fight receives half experience for that battle.

LEVEL CAP

A single character can reach a maximum level of 50. You can, of course, continue to earn SP after this.

THE EXPERIENCE FORMULA

How much experience will you earn after combat?
Let's find out.

Average Party Level = APL

Base Experience = BE

Set Points (SeP) = $APL (1/2) \times (100 + (APL \times 10)) \times (APL/10)$

Acquired Experience = $BE + (BE \times (MAX \text{ Damage}/SeP))$

SKILL POINTS

Gaining SP is a little trickier. How much SP you receive for a given battle is more a function of the battle's challenge level than anything else. If your opponents were a worthy challenge for you, you get plenty of SP. Otherwise, you get almost none.

For example, in Episode 19 when you're forced to revisit Sessier Forest and other dungeons with Viese, Gray, and Fee, Viese gets lots of SP for defeating monsters in this area. Gray and Fee, who are probably at least 15 levels ahead of her, do not.



EARNING SKILL POINTS QUICKLY



The best way to rapidly gather SP is to master the chain combo. Every dungeon area has at least one disproportionately tough opponent. Look for big, low-speed targets like Stoneheads, Golems, or Sentries. The opponent may not be difficult to

beat, but it has high enough LIFE and Defense that it won't fall easily. This is your designated combo dummy.

RESULT			
Gray	5200	52	MAX Chain
Felt	5200	52	29 Hit
Poe	5200	52	MAX Damage
Fee	5200	52	8052 Pts
Noin	5200	52	Money
Viese	5200	52	0

When you find this tough enemy, eliminate its backup immediately, then settle in to Break it and pummel it a bit. You receive bonus SP for chain combos, the longer the better; with a little practice, that can be quite a lot. Between them, Noin, Fee, and Felt can string together 30 hits or more with very little difficulty, especially near the game's end. Try equipping Illusion Bracelets and other Speed-boosting accessories, the better to extend your chains for as long as possible.

BONUS SKILL POINTS

You may notice that you get more SP for landing a chain combo, but how do you know how much you will get?

Total SP = Sum of Energy Levels/Sum of Friend Character Levels + MAX Chain

COLE

The currency of Belkhyde and Eden is the cole, a gold coin. You can trade this for recipes, accessories, and items whenever you run across a merchant.



The game's money situation tends to be feast or famine. You may think you have a ton of available cash, especially after hitting a few dungeons in a row, but the moment you reach a new shop and buy out all of its recipes, you'll be poor again.

Useful accessories can also be a little pricey, and there are a couple of alchemical components that command a high price. Thus, you may find yourself in dire need of funds at least once.

One good way to generate money is to harvest and sell common or rare items. There are several areas where you can mine or gather expensive alchemical items such as Phoenix Quills or Ore, and then sell them to a nearby merchant for a healthy profit.



You can also sell items like Red Legien or Moon Stones, which are incredibly common. You won't make as much money doing it, but the money does add up over time.

Late in the game, you can also take on challenges like Expert Dragons at the Dragon's Den. Defeating a bunch of dragons in a row usually allows you to rake in the cash.



DAMAGE AND STATUS EFFECTS

Enemies have a bad habit of hitting you with weapons, which tends to cause negative side effects. This usually involves losing some of your precious LIFE and sometimes leads to the acquisition of abnormal status effects, which make it easier for enemies to deplete more of your LIFE.

DAMAGE

There are six basic kinds of damage: Physical, Magical, Fire, Ice, Lightning, and Dark.



The color of the numbers that appear above a struck character or monster's head represents the kind of damage they've received. Lightning damage is yellow, Fire damage is red, Dark damage is violet, Ice damage is blue, and Physical and Magical damage are both white.

The purpose of differing kinds of elemental damage is to exploit an enemy's weaknesses. Fire-wielding monsters tend to be weak against Ice attacks, heavily armored enemies really hate Lightning attacks, and undead opponents like to throw around Dark attacks.



The amount of damage you take from a given elemental source is resisted with your characters' current Res statistics. You can easily boost your Res with a wide variety of protective accessories or avoid elemental damage entirely by equipping items like the various Brands, which are. Of the lot, you'll run into Fire- and Dark-wielding enemies the most often, so keep those Res stats high.

Enemies, conversely, are often resistant or immune to a given source of damage. This is usually obvious; if an enemy is constantly hitting you with Flickering Flame or Tera Flame, don't attack it with Flame skills.



NOTE

If you're curious about a given monster's vulnerabilities and resistances, check the Bestiary at the back of the guide.



Finally, some enemies are immune to Physical damage—the kind of damage that a character's Charge or Break Attacks inflict. Undead monsters such as Banshees and Ghosts usually have this characteristic, but it pops up with a few other enemies.

Early in the game, you can get around this vulnerability with skills like Noin's Force Blast or Gray's Holy Blade, which inflict Magical damage. Felt can also damage Physical-immune monsters with his basic attacks, as can Viese. Luckily, Physical-immune monsters tend to have low LIFE.

Late in the game, many characters acquire secondary-damage passive skills like F Damage (Fire Damage) or I Damage (Ice Damage). Even if your standard attack's invalid against a given monster, the secondary (or tertiary, etc.) elemental damage will still bypass your opponent's resistance.

⊗ ABNORMAL STATUS EFFECTS

Many enemies can Poison, Paralyze, or Curse your characters, among other things. There are a variety of abnormal status effects that you can get hit with, any one of which can range from inconvenient to nearly fatal depending on the situation.



To cure any status effect, use an Elixir, an Uroborus Pill, a Cure Crystal, or Noin's Healing Light skill. Poison, Paralysis, or Sleep can also be remedied with the use of a Cure Jar.

All status effects are also automatically cured after the

battle in which they're received. Even if a character is knocked out, he or she will be up and around after the fight, albeit with 1 LIFE to his or her name.

☉ Poison



A Poisoned character loses roughly 10 percent of his or her current LIFE at the beginning of his or her turn. Equip a Niv Tiara accessory to prevent being Poisoned.

However, combat tends to be over with *very* quickly. Unless a high-LIFE adversary or a boss Poisons you, don't worry too much about curing it. Odds are good that the fight will be over before you take too much damage.

☉ Sleep



A Sleeping character cannot act but can usually wake up immediately upon being targeted by an attack. However, skills and abilities that damage the entire party at once (such as Blasphemy or Tera Flame) often do *not* wake up Sleeping characters. Further, a special attack that itself inflicts Sleep, such as Nightmare or Mind Blast, will not wake up a character that's already asleep.

A Magic Pipe accessory keeps its wearer from being put to Sleep, but a Sleeping character tends to get awakened almost immediately anyway. There are only a couple of fights throughout the game, such as the battle against the final boss, where Sleep is a real problem.

☉ Paralysis



Paralysis may be the single most common status effect in the game. It doesn't do what you might think it does. Instead of preventing an afflicted character from acting, it essentially halves his Attack, Magic, Defense, and Speed.

To avoid Paralysis, equip an Aroma Talisman.

☉ Curse



If a character is Cursed, he or she cannot recover lost LIFE by any method. Using a healing item or skill on that character will never restore points, no matter how powerful that item or skill.

This is arguably the most dangerous status effect in the game, and sadly, there aren't many ways for you to use it. (One of Noin's weapons may inflict Curse on a successful hit.) Many of the effects that Curse a character do moderate to heavy damage, such as Blasphemy or Gentleman's Blues, so if you are Cursed, you'll be seriously injured *and* unable to heal.

You can prevent Curses by equipping a Magic Pipe accessory. Also, an item that dispels status effects and restores LIFE, such as a Cure Crystal, always dispels the Curse first.





Knockback



An attack that inflicts Knockback slightly delays the target's next turn. Unlike a Break Attack, Knockback always has roughly the same effect no matter how often it's used. It's virtually useless against high-Speed targets (Fee, for example, just does not

care if she gets hit with Knockback, as she recovers almost instantly).

Knockback doesn't last beyond the attack that inflicted it, so it cannot and does not need to be cured. Also note that multi-hit skills that inflict Knockback are not cumulative; it is not possible, figuratively or literally, to knock somebody into next week.

Quick



The Quick skill adds a random chance for halving the time until the user's next turn, basically letting him or her take two turns in the time it takes everyone else to take one and a half. You won't gain access to this skill until *very* late in the game, but several enemies have it from early on.

Faint



A character who has fallen to roughly one-fifth of his Hit Points is "faint." The word "Pinch!" will appear above his or her head. This simply signifies that he is about to get knocked out. Either tag him out or heal him immediately.

Stat Down



Many monsters can hit you with an effect that lowers one or more of your statistics. Any stat is fair game, with the notable exception of D Res; no ability in the game can increase or penalize that.

Stat-lowering effects can be cured with the use of Healing Light or other items and effects that remedy all negative statuses at once. Alternatively, using an effect that temporarily raises a stat (i.e., Adrenaline, Mana Shield, Avatar) cancels out a stat-lowering effect, and vice versa.

Gone



This isn't actually a status effect, per se. This is a general-purpose term to refer to enemies or characters who have used certain skills (Sucker Kick, Puni Drop, etc.) to leave the screen temporarily.

While a character's gone, well, he or she is *gone*, just as if she was waiting on the sidelines. This character cannot be targeted by attacks, and skills that affect the party pass him or her by. On the negative side, the characters who are still around tend to absorb that character's share of the monsters' attacks.

You can target a monster who leaps offscreen, but those attacks automatically miss. After all, the monster isn't there to get hit by it.

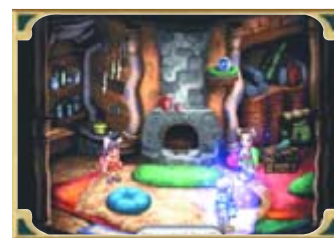
CAMPING

There's a campsite in every town, and at least one in every dungeon. These shiny circles represent a safe zone where you can put up a tent and grab some rest.

All characters are automatically restored to full health upon entering a campsite. They will not, however, be restored to full health upon *leaving* one, so if you rearrange your equipment while you're in camp, watch your characters' LIFE. Changing their accessories or weapons can leave them at less than full health.

While you're in camp, you can use the book in the screen's lower right-hand corner to save your game. From Episodes 2 to 18, you can also use the book to switch from Felt in Belkhyde to Viese in Eden.

Thanks to the power of the Share Ring, Viese and Felt work off of the same supply of items and elements, even though they're in different worlds. If Felt finds a recipe for a new item in Belkhyde, switch to Viese to see if you can synthesize it.





Starting in Episode 5, Felt can also work on synthesizing new weapons while he's in camp (see the "Weapon Synthesis" section). Simply walk up and use the anvil.



When Viese joins the party in Episode 19, she brings a cauldron with her. Use the cauldron in your campsite to synthesize new items, just as if you were in Viese's workshop.



Finally, talk to your party members whenever you're in camp. They often share valuable tips and clues with you, or just remind you where you should be going next.



ACCESSORIES

Accessories are random bits of armor, clothing, or handy talismans that provide your characters with stat boosts and other helpful effects. You can equip accessories starting in Episode 2.



Each character can equip up to two accessories. You can buy accessories in towns, find them in treasure chests, win them from bosses, or find recipes for them. In the latter event, switch back to Viese so she can synthesize them in her workshop.

Accessories are unique in that they can convey a variety of effects that nothing else, be it a skill or an Alchemy item, can. You can find accessories that convey status immunities, vastly decrease the time between turns, negate enemy critical attacks, and more.

The best reason to use an accessory is to prevent abnormal status effects. There are several accessories that can give you some truly impressive stat boosts, but against many bosses, you're better off stocking up on items that can prevent you from acquiring negative statuses.



The next question, naturally, is how best to use accessories. Battles tend to be over very quickly, one way or another. Since abnormal statuses are cured at the end of a fight anyway, it's usually better to concentrate on improving your statistics or increasing your Speed. (Noin or Fee with the Quick passive skill, equipped with a Speedster accessory, can sometimes finish off an entire random encounter before any other character gets to act.)

When a boss is coming up, however, or when you're in a dungeon where the enemies are all hitting you with the same abnormal status effect (for example, you get Poisoned every time you turn around in the Graveyard), it's a good idea to adjust your equipment a bit.



NOTE

Over the course of the walkthrough, we note when you should trade out your potent accessories for a more defensive setup.

CHARACTER MOVES BREAKDOWN

You'll play with a total of six characters over the course of the game, and each one possesses unique strengths, weaknesses, and skills. Managing each one requires a keen idea of what they're capable of, what unique skills they possess, and what roles they fulfill within the party.

A lot depends on your individual play style, of course (lots of items vs. very few, relying on skills vs. relying on attacks, exploring dungeons vs. getting through them as quickly as possible, and so on). Let's talk for a bit about how best to use each character.



FELT

As befits the protagonist of an RPG, Felt is a well-balanced fighter with no glaring weak spots. While you can tag him out of the party if you so choose, Felt is a natural pick for the number-two spot in your formation; he's fast, has devastating skills (there's very little that can survive Raging Strike, even near the endgame), and his Mana Synthesis ensures you have the items you need, when you need them. Late in the game, he can equip Viese's Charm to learn the unique skill Extra Blow, which often gives you that extra bit of damage just when you need it.

Felt's weapon, the Azure Azoth, can damage enemies that are ordinarily immune to Physical attacks. His Charge and Break Attacks work on opponents such as Ghosts, Banshees, Jins, and other undead creatures.

If Felt delivers the final blow to an enemy (*not* necessarily the final blow in the *battle*), you automatically harvest that enemy's elements, which are added to your total after the fight.

Felt's Skills

Mana Strike (1 Meter)



Felt unleashes Mana power from his sword and attacks.

Early in the game, Mana Strike is a deadly one-hit attack that inflicts high damage. As you progress, however, it rapidly becomes obsolete. After Felt acquires some of his more powerful swords, you're better off using a Charge Attack to build meters than burning meters on a Mana Strike.

Aura Strike (2 Meters)



Felt has learned to channel a greater amount of Mana power into the Azoth's blade.

Aura Strike is a middle-of-the-road option between the two other strikes. It's cheap enough to use at all times and does respectable damage inside or outside a chain combo.

Raging Strike (3 Meters)



Felt infuses an amazing amount of Mana power into his blade and attacks, thereby making him capable of doing astounding amounts of damage.

When an enemy needs to be taken out *right now*, Raging Strike is the tool for the job. Outside of a combo, it can be relied upon to inflict four-digit damage against almost any opponent; inside a combo, it is the closest thing this game has to a nuclear option. Its high cost limits its utility, but if you have the meters to burn, by all means, burn it.

Mana Wave (1 Meter), Aura Wave (2 Meters), Raging Wave (3 Meters)



Felt channels and throws out a blast of Mana energy, damaging enemies in a wide arc.

These skills are most useful when Felt is on his own. Almost every other character has more useful or powerful methods of attacking a group, and many of them have broader areas of effect. Still, if Felt's alone, the Wave skills are quite valuable.

Strike Edge (1 Meter)



An unsuspecting opponent gets struck down by a giant Azoth.

Not only is it a great visual, but the Strike Edge is a vast improvement on Mana Strike. It costs the same, but inflicts more damage.

Phantom Edge (2 Meters)



Felt leaps into the air and conjures multiple Azoths, which hurtle down upon the target for a series of powerful hits.

Phantom Edge is excellent as part of a chain combo, where it hits about six times and adds thousands of points of damage to your total. Outside of a combo, it's not bad, but Aura Strike offers you a bit more bang for your buck.

Final Edge (3 Meters)



Felt rushes in to deliver a series of six sword slashes, ending with a Strike Edge.

You won't get Final Edge until the final episode. This is the most dangerous move in Felt's arsenal, and the second best skill in the game. The Ein Zecksdance is better overall, especially in combos, but this has a bit of an edge on style. It also does magical damage rather than physical, which means it can bypass some enemies' ultra-high Defense.

Blue Energy (3 Meters)



Felt calls upon the hidden powers of the Azure Azoth to increase his stats.

Blue Energy boosts Felt's Attack, Defense, Magic, Speed, and his elemental resistance. Its high cost means it's not much use in normal battles unless you're dramatically underleveled (a situation that almost never happens in this game), but it's excellent when you're up against a boss. You get it right in time to enter the game's final dungeon, where it can often be a lifesaver.

Mana Weapon (1 Meter)



Felt uses the power of the Azoth to detect and exploit an enemy's weak points.

For the next five turns, Felt's Charge and Break Attacks acquire an extra hit, which deals an extra type of elemental damage determined by what the target's weak against. If you're hitting a monster that's weak against Fire, the extra hit will be Fire damage. This is helpful against certain elementally-aligned enemies.

Mana Shield (2 Meters)



This is one of the only defensive combat skills. Felt uses the power of Mana to increase the entire party's Defense, while halving any elemental damage they take.

This is probably the best active defense skill in the game, made all the more so by being the only active defense skill that affects the entire party. Be sure to fire this off when you're fighting dragons and other high-powered elemental casters.

Felt's Recommended Skills and Equipment



Felt is made for dueling. Gray has more offensive punch, but Felt naturally has more Speed and Magic, with the skills to take advantage of that.

Teach Felt Experience UP before anyone else, as he is alone for some of the toughest fights in the game. Then focus on raising his Speed and Magic; his Attack can take care of itself. Equip Viese's Charm as soon as you can make it, as Extra Blow can really pay off.



Noin

Noin occupies the middle ground between a frontline fighter and a designated spellcaster. Her healing skills are second to none, especially Heal Wind and Healing Light. Noin's standard attacks are a little weaker than Felt's or Gray's, but if you can work her combat skills into a chain combo, especially Sucker Kick, she does astounding amounts of damage.

Noin's Charge Attack can hit multiple targets, but its area of effect is very narrow—rarely will two enemies stand so closely together that Noin can hit them both.

Noin's Skills

Force Blast (1 Meter)



Noin leaps forward and blasts enemies with a powerful bolt of magical force.

Force Blast is valuable early in the game for several reasons. It is Noin's only method of damaging enemies that are immune to Physical attack, and it's your first area-effect skill. You can get through quite a few random battles for the first few episodes with this skill.

Storm Blast (2 Meters)



Noin has further mastered the Force Blast technique, augmenting its range and damage.

When Force Blast becomes too weak to be worthwhile, Force Blast comes along to pick up the slack. Noin can use this to simultaneously wipe out several opponents, especially if there are a number of Physical-immune enemies in the mix. Use it to clear out a tough enemy's allies so you can focus solely on the enemy.

Falcon Blast (3 Meters)



Noin hauls off and blasts an opponent with a giant bird-shaped torrent of energy.

This has a huge area of effect and almost always damages the entire opposing party. This is an excellent skill if you're not doing well in a random encounter and need to retake control of the situation.

It's also a purely magical attack, like the other Blast Skills. This comes in handy near the end of the game, when you encounter monsters with very high Defense. Falcon Blast can be relied upon to do full damage to them, despite their armor.

Combo Attack (1 Meter)



Noin launches a vicious series of blows, knocking the enemy into the air and then spiking it to the ground.

This is mostly effective as an inexpensive way to extend or finish a chain combo; on its own, it's not a very efficient use of meter. By the time you learn it, you can usually do almost as much damage just by Charge Attacking.

Fury Combo (2 Meters)



Noin races forward, uppercuts an opponent, dazzles him with three quick hits in midair, and spikes him into the ground.

Like the Combo Attack, the Fury Combo is another way to extend a chain. It does respectable damage, but the best part is it adds five hits to the counter.

Noin Combo (3 Meters)



This is a seven-hit combination assault that inflicts heavy damage.

As you might expect, the Noin Combo works much like the Combo Attack and Fury Combo. It's excellent in a chain combo but doesn't do enough damage by itself to be worth using on an unstunned opponent; you could be using Strike Edge or Ein Zecksdance instead.

Heal Breeze (1 Meter)



Noin heals the entire party, restoring a small amount of LIFE.

While it doesn't do anything about negative statuses, Heal Breeze is effectively "free" healing; use it as often as possible. If a fight's almost over and you have meters to burn, tag Noin in to drop Heal Breeze. It saves you the time of using a bunch of Heal Herbs in the Status screen.

Heal Wind (2 Meters)



Noin heals the entire party, restoring a medium amount of LIFE.

You get this early on in the game, well before you learn the recipe for Refuel. For the game's middle part, Heal Wind is *the* best healing option you have. Use it at the end of random encounters to keep your LIFE high and to save on items.

Gale Heal (3 Meters)



Noin heals the entire party, restoring an impressive amount of LIFE.

The only bad thing about Gale Heal is that Noin learns it at around the same time Viese joins the party, which means it becomes obsolete shortly thereafter. It's a potent asset, but Viese's various healing skills are all better in every way. Use Gale Heal while you can, and then save your meter for other attacks.

Sucker Kick (2 Meters)



Noin hops offscreen and soon comes back in with a powerful thrust kick.

It can be difficult to work Sucker Kick into a combo, but if you manage it, the kick does a lot of damage. Sneakier players may also enjoy the option of using it to duck enemy attacks; if you time it right, Noin can leap offscreen just in time to avoid an enemy's skills.

Healing Light (1 Meter)



For just one meter, Noin cures all of the entire party's abnormal statuses.

This cures Sleep, Poison, Paralysis, Curse, and negative stat bumps like Attack or Defense Down. About the only thing it doesn't do is restore HP, but it's inexpensive enough that that almost doesn't matter. This is a seriously useful skill at any stage of the game.

Adrenaline (3 Meters)



"It's time to get serious!" Noin gets herself hyped up, vastly increasing her Attack and Speed.

Combined with some of the passive skills Noin can learn near the game's end (such as Quick), Adrenaline can turn her into a combat machine. Between Quick and Adrenaline, she acts twice before anyone else can act once. It's costly, but Adrenaline is a potent asset, especially in the final battle.

Noin's Recommended Skills and Equipment



Noin's biggest problem, statistically, is that almost everything she can do, someone else can do better. She is close to Fee for LIFE, Speed, Magic, and Defense, and by the time you hit the endgame, Poe narrowly beats her out on Attack. She's the party healer for the first 18 episodes, but Viese eventually does that job better in almost every way, with the exception of curing abnormal statuses. Healing light can be a real lifesaver in some of the extra battles.

Noin even shares her unique passive skills with Fee, and Fee's Avatar skill is basically Adrenaline plus one. As a result, Noin is a little less useful as you reach the game's end; her final weapon's high Critical rate saves her from complete obsolescence.

Focus on raising her LIFE and Offense at the same time you raise Fee's Defense and Speed, so the two of them can complement each other. If you teach both Noin and Fee everything you can, they wind up as practically the same character, with only their skills and passive weapon abilities to set them apart. They can both learn Quick and they have good Speed, which makes them the two linchpins of your team as you move into the final battles.



GRAY

Gray is your friendly neighborhood tank: slow, heavily armored, prepared and able to laugh off all but the most serious beatings. If he's in your active combat formation, he should be front and center, where he can absorb most of the punishment enemies send your way.

Gray's skills are focused around dealing damage, then dealing more damage, and then hurting things. Did we mention damage? He does that.

However, at the same time, Gray also doesn't need his skills to be effective. Unless you're really sick of seeing his Charge Attack animation, Gray's chief roles in the party are to take hits and build up the Charge meter. He's an excellent "battery" for more skill-focused characters like Fee or Poe.

His Charge Attack hits twice, so Gray adds at least two hits if he Charge Attacks as part of a chain combo.

Gray's Skills

Twin Dragon (1 Meter)



Gray delivers two powerful hits, for slightly greater damage than his ordinary Charge Attack.

Outside of chain combos, Twin Dragon has little utility. You can use his Charge Attack for only slightly lower damage and build meters while you're at it. In a chain combo, however, this brings the pain, especially against dragons.

Shredding Dragon (2 Meters)



Gray pounds an opponent with three hits in sequence.

Unless Gray's the only character left standing, you have better things to do with meter than this. The only reasons you should use Shredding Dragon are if you have the meters to burn, Gray's turn comes up, and you need to drop a particularly stubborn enemy *right now*. Otherwise, you can get more damage with Aura Strike or Sucker Kick.

Dragon Ruin (3 Meters)



Gray unleashes a four-hit combo for massive damage.

The best time to use Dragon Ruin, as opposed to tagging Felt or Fee in to use Raging Strike or Ein Zecksdance, is when you're fighting a draconic opponent. Nondragons will take impressive damage from the Dragon Ruin, but Gray's Dragon Slayer skill makes this into an amazing force for destruction.

Near the end of the game, when you don't need SP as much as you used to, substitute Dragon Ruin for Ein Zecksdance and similar moves in chain combos. It may not inflict as many hits, but it may do up to twice as much damage. Tag Gray in on a faster character's turn, then unleash Dragon Ruin for 5,000 points of damage or more.

Holy Blade (1 Meter), Flaming Blade (2 Meters), Infernal Blade (3 Meters)



This trio of skills has the same basic effect: Gray slashes once at an enemy, doing high damage to Dark-resistant opponents and mild to mediocre damage to anything else. It's useful for quickly disposing Physical-immune monsters, as they tend to have low LIFE; one hit from Flaming Blade, let alone Infernal Blade, tends to knock those enemies out.

Tera Flame (3 Meters)



This is the ultimate breath weapon. Gray exhales a blast of white-hot flames, charring a group of enemies to ash.

Most enemies within a group will not share the same vulnerabilities, so it is unlikely that you will find many groups you can knock out all at once with Tera Flame. It's also somewhat hampered by the fact that more enemies are resistant or immune to Fire damage than any other type; it's not uncommon to uncork Tera Flame on a group of opponents only to see one or more of them completely ignore it.

Taunt (1 Meter)



Gray provokes the enemy into attacking him instead of the rest of the group.

When Taunt works, it's a lifesaver, especially if Poe or Fee is in the party at the time. Consider using this with the free meter you get at the start of a particularly tough random encounter.

Dragon's Cry (1 Meter)



With a mighty roar, Gray intimidates the enemy, inflicting Paralysis on them all.

This can even the odds in a hurry. Paralysis' effect is often a little more subtle than you'd think it would be, but the ability to halve an entire enemy group's stats is a potent tool in long fights. Use it if you find yourself overmatched.

Fire Breath (2 Meters), Ice Breath (2 Meters), Thunder Breath (2 Meters)



Gray breathes a large cloud of the appropriate elemental force onto the battlefield, damaging most or all of the enemy party.

It's unlikely that every member of an enemy group will share the same elemental vulnerabilities, so don't expect to sweep away a group of opponents with this trio of skills the way you can with, say, Poe Dynamite. It is handy for exploiting an opponent's elemental weaknesses, though.

Dragon Slayer (Free)



This is a passive skill that increases Gray's damage against dragons by 150 percent.

Dragon Slayer is useful mostly because dragons are, generally speaking, bad news. It's slightly hampered by Gray's tendency to acquire Fire Damage weapon skills, since dragons are immune to Fire Damage, but it gives skills like Dragon Ruin the extra oomph they need to be worth using.

Gray's Recommended Skills and Equipment



Gray's big weakness is that he can be very slow and is affected more than any other character if he's hit with an effect like Speed Down. Fee or Felt can often act twice in the time it takes Gray to act once. Try to improve Gray's reaction time by equipping an Illusion Bracelet or Speedster and teaching him skills like Speed Up.

His other stats don't need a lot of help, especially with Gray-specific accessories like the Dragon Horn Earring. Keep him equipped with a Magic Pipe.

Gray will have problems toward the end of the game. He acquires a lot of F Damage Skills via his weapons and the Dragon Horn Earring, which give his Charge and Break Attacks an extra hit's worth of Fire damage. Since dragons tend to be immune to Fire, Gray's specialization suddenly becomes less useful. Keep one eye on the passive skills he learns through his equipment.



Fee doesn't have much HP, but she's a decent fighter and, for most of the game, she has the highest Magic of anyone in your group. She's most effective when paired with Gray and Felt, neither of whom need the Charge meter to be effective. The basic strategy is this: Fee weakens an opponent, either by throwing out debuffs or inflicting a multitude of small hits, then Gray and Felt lower the boom.

Fee's Charge Attack has a larger area of effect than most, allowing her to hit multiple opponents with a single blow if they're close enough together. Fee's Break Attack hits twice.

Fee's Skills

Air Slicer (1 Meter)



Fee tosses a scythe at the enemy, hitting a few opponents in sequence.

Air Slicer works a bit like Noin's Force Blast, except it inflicts Physical damage. It's an inexpensive area-effect skill.

Twin Slicer (2 Meters)



Fee draws back and flings both scythes at a group of enemies, carving through them.

Twin Slicer improves on the Air Slicer by adding multiple hits. This gives it a little more utility, and you can use it to add quick hits to a chain combo. It won't do much damage, but it will score extra SP.

Endless Blade (3 Meters)



Fee throws a rain of scythes at the enemy party, splitting up fourteen weak hits amongst whoever's still standing.

This tends to end fights in a hurry unless the opposition has a lot of LIFE or they're immune to Physical attacks. It's also useful in combos, although it usually lands about eight hits to a single target.

Ein Zeckscrawl (1 Meter)



Moving so fast that it looks as though she's teleporting, Fee tears into an opponent with five rapid hits.

Ein Zeckscrawl's combat damage is a little on the low side. Like Noin's Combo Attack and related skills, Ein Zeckscrawl is mostly useful as a cheap way of adding a sequence of hits to a chain combo.

Ein Zeckslash (2 Meters)



Having made improvements to the previous technique, Fee lashes out with a seven-hit combination attack.

Each individual hit of Ein Zeckslash does more damage than those of Ein Zeckscrawl, making it a more powerful combat option. It's useful both alone and as part of combos.

Ein Zecksdance (3 Meters)



Fee unleashes the secret techniques of the Slaith Dynasty, dealing twelve powerful hits against a single target.

Even outside of a combo, Ein Zecksdance tends to instantly drop any antagonist. As part of a combo, only the toughest bosses can survive it. This may be the best three-meter skill in the game, as Dragon Ruin and Final Edge do more damage, but Ein Zecksdance racks up serious combo points.

Divine Drain (2 Meters)



Fee uses divine power to drain the strength from her enemies, lowering their Attack and raising hers.

This is another one of those skills that is likely not to work when it would be the most useful. It's great if you're having problems with a tough random encounter, but bosses tend to be immune to it.

Divine Steal (2 Meters)



In another display of Alتنا's power, Fee swipes an enemy's Defense, lowering theirs and raising hers.

Divine Steal shares the same problems as Divine Drain. It's fun to play with but doesn't work often enough for it to be a real tactical asset.

Divine Stun (2 Meters)



Fee throws her scythes at an enemy, inflicting Lightning damage and Knockback.

Fortunately, there's no such thing as an enemy that's immune to Knockback. As a result, this is the most useful of the Divine trio of skills. Use it instead of a Break Attack to extend a chain combo.

Shadow End (3 Meters)



In exchange for roughly 20% of her current LIFE, Fee lashes out with a powerful one-hit attack.

The more LIFE Fee has, the more damage Shadow End does. Its damage is also determined by the enemy's current LIFE; it does tons of damage if you hit with it early on, but it will rarely, if ever, finish off an opponent. It's best used against high-Defense enemies.

Avatar (2 Meters)



Fee calls upon Altena's power to raise her Attack and Defense.

This isn't a bad way to spend two meters, as Fee's usually running a little low on both stats Avatar raises. It doesn't last very long, though, so make sure you exploit it for all it's worth.

Zale Shine (1 Meter)



Fee uses holy magic to heal a conscious ally or wake up an unconscious one.

Zale Shine is handy when you're out of Nectar or simply have meter to burn. It tends to restore more health to a knocked out ally than Nectar would, so it's a cheap and effective way of getting an ally back on his or her feet.

Fee's Recommended Skills and Equipment



Fee has high Magic and Speed to work with, but she's still weak. Her low LIFE makes her a serious liability in many fights, so equip powerful accessories and teach her skills to increase her durability. Most of her damage-dealing skills are physical, so she is less useful against some bosses.

She can equip the Sage's Feather Pen to learn the Dodge skill, which can be a lifesaver. Unlike Block, Dodge allows Fee to completely avoid every hit of a multihit attack. You should also be sure to get a Gravity Crystal for her, so her low hit power is compensated for by multiple attacks.



While he's a bit of a handful for most of the game, Poe is a valuable asset when he joins Felt in Belkhyde. He should never be your first choice for a physical attacker, and his HP is very low for the duration (barring the use of potent accessories and skills), but his skills are excellent. Poe can do more with a full Skill gauge than almost any other character, and his Refuel Shot is a vital part of boss strategies for most of the game.

Most of his best abilities either inflict negative statuses or target a group, though, so Poe won't be much help on offense against bosses. Use him in battle to hit the enemy with Refuel Shot, then swap him out for Noir or Fee. Against standard opponents, however, Poe can get the job done with style.

Poe works best as the back row in a group with a pair of strong brawlers, such as Gray and Felt. He shouldn't be paired with Fee, as both of them require a lot of meter to be truly effective in combat. You need two other characters in there to charge up the Skill gauge so Poe can lower the boom.

Poe's Skills

Funny Bullet (1 Meter), Mystery Bullet (2 Meters), Bullet Surprise (3 Meters)



Poe loads and fires a special shell, inflicting damage and a random status effect upon a single targeted enemy. The higher level the skill, the more damage he does and the more dangerous the status effect.

The Bullet does a lot of damage by itself, but the status effect is a bit of a toss-up. Consider throwing this out once or twice during a fight just to make your life easier, but a given opponent is just as likely to shrug off the status effect as it is to get hit by it. Try using the Bullet skills against tough random encounters; it's a gamble, but it just might pay off.

Poe Firecracker (1 Meter), Poe Dynamite (2 Meters), Poe Dynamite EX (3 Meters)



With the drop of a plunger, Poe explodes a bomb amidst the enemy.

When you first learn one of these skills, it does a surprising amount of damage. If Poe didn't have Poe Missile, these would be excellent skills with which to dispose of large enemy crowds. If Poe does have Poe Missile, using Poe Dynamite rather than Poe Missile is largely a stylistic choice. Do you prefer large explosions or meteor showers? Poe allows you to make that choice.

Poe Missile (1 Meter), Poe Missile Mk. 2 (2 Meters), Poe Missile Mk. 3 (3 Meters)



Poe launches a cluster bomb, landing a series of powerful explosives on the enemy party.

This works a lot like Fee's Air Slicer, Twin Slicer, and Endless Blade skills and fulfills a similar role. You can use this to add a few extra hits to a chain combo or to simply put a quick end to a random encounter.

Refuel Shot (2 Meters)



Poe fires a shell into the air, healing the party. For five turns thereafter, the party is automatically healed at a set point in the turn rotation.

This is a great skill until you reach Episode 19, when Viese joins the group. When she does, you should abandon Refuel Shot in favor of her Healing Rain and Healing Drop skills. In the meantime, Refuel Shot is cheap, reliable, and effective. There's no reason not to use it, especially against bosses.

Poe Bazooka (3 Meters)



In what will prove to be the first of a series of remarkably poor health decisions, Poe loads himself into a cannon and fires, inflicting heavy damage on anything that gets in his way.

There's no reason to use the Poe Bazooka in a combo, but it never fails to inflict at least a thousand points of damage on any opponent that isn't immune to physical attack. This is one of Poe's most powerful combat options.

Slow Bullet (2 Meters)



Poe launches an electrical charge at a single enemy, lowering its Speed.

Slow Bullet is surprisingly effective, especially if you're trying to put together a chain combo. Feel free to use it whenever a tough opponent is getting a little uppity.

Feint Shot (Free)



Feint Shot is a hidden passive skill that's unique to Poe. To learn it, synthesize a Crystaleavy Alchemy Item, but use a White Crystal instead of the usual Red. You create a Crystalite Alchemy Item, which teaches Poe Feint Shot.

When Poe has Feint Shot, it gives him a small but respectable chance to automatically counterattack an enemy on the enemy's turn. Poe does his full normal damage, but more importantly, he cancels out that enemy's action.

This is one of the best reasons to have Poe in the active party. There's no downside to Feint Shot, and it can occasionally save your bacon.

Poe's Recommended Skills and Equipment



Poe needs Defense Up, LIFE Up, and other defensive talents if he's expected to survive. He's also one of the few characters who can learn Regen by equipping a Blue Bracer, which is a valuable acquisition.

Also teach Poe Block with the Cotton Cloth as soon as he joins the group. He doesn't need Speed UP, but if he learns it anyway, he pops up in the combat order with ridiculous frequency. He'll eventually get outpaced by Noin and Fee, but he's a fast little guy when you first get him.



VIESE

Viese doesn't come to Belkhyde until Episode 19. She begins at first level, so she has some catching up to do, but you can equip powerful accessories and Alchemy items to help take up some of the slack.

Her stats also improve extremely rapidly compared to the rest of the group; Viese's Magic stat is the best in the game, and she can easily handle herself in combat with characters who are five to ten levels ahead of her.

On the bad side, Viese, more than any other character, relies heavily on items to be truly effective in combat. When she joins the group, synthesize extra items whenever you're in camp.

Viese's Charge Attack can hit creatures that are immune to Physical damage. Just like Felt, Viese will automatically harvest a defeated opponent's elements if she delivers the finishing blow.

Viese's Skills

Copper Hand Healing (1 Meter)



Viese uses alchemical techniques to cure Poison and restore lost LIFE to a single ally.

A cheap method of restoring lost LIFE, Copper Hand Healing comes in handy from time to time, especially if somebody's Poisoned. That said, you can heal a fair amount of LIFE to one person with this, or tag in Noin to use Heal Breeze for the same cost.

Silver Hand Healing (2 Meters)



Viese heals an ally's injuries and cures Paralysis.

Paralysis isn't quite a dangerous enough status effect to require its own specialized curative method. While Silver Hand Healing does restore more LIFE, its curative effects aren't as useful.

Gold Hand Healing (3 Meters)



Viese blesses the party, healing its members and curing all negative statuses. It's like a combination of Refuel and Healing Light.

Gold Hand Healing usually restores enough LIFE to completely heal all active party members and dispels all ailments. Even with its high cost, what's not to like?

Bless of Rain (1 Meter), Healing Drop (2 Meters), Healing Rain (3 Meters)



Viese conjures up a magical rainstorm, healing the party.

Much like Poe's Refuel Shot, this whistles up a healing time effect. Bless of Rain is just about as powerful as the Refuel Shot but costs less; the other skills are commensurately more potent, and thus more useful. Do not seriously begin any boss strategy in the last episodes without bringing Viese out to use one of these effects.

Elemental Extraction (1 Meter), Wide Extraction (2 Meters), Mega Extraction (3 Meters)



Viese uses her staff to instantly extract the elements from an enemy. If she's successful, it instantly kills the targeted opponent. The better skills can target multiple or all enemies in a group.

The Extraction skills cause instant death if they're successful. However, they aren't successful very often, unless you're fighting extremely weak enemies. These do lend Viese some much-needed offensive punch, but they're a gamble.



Wide Item (1 Meter)



With the power of alchemy, Viese broadens an item's area of effect.

Viese can earn the 10% experience bonus for ending a fight with Wide Item. This is an exception to the rules; usually, winning a fight with an item results in no bonus.

This can be used to extend a single-target item's effect to all the characters in a party, or to most of the monsters in an enemy group.

Power Item (3 Meters)



Viese unleashes an enhanced version of an attack item.

It's costly, but Power Item can be used to end a fight in a hurry. A powered-up Element Blaze, for example, will obliterate almost any enemy encounter in the game. This is Viese's big offensive power, and it's a lot of fun to play with.

Note that Power Item is only effective in the turn in which it's used. You cannot use it to unleash particularly powerful time effects; you'll get one good hit out of them, and then four turns' worth of their usual effects.

Living Item (1 Meter)



Viese sets up a contingency plan. She will use the chosen item when she drops below 50 percent of her maximum LIFE.

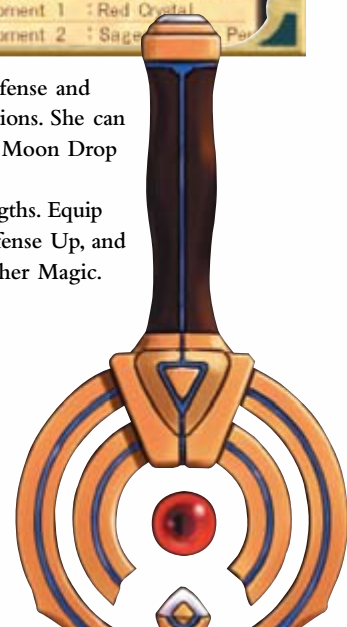
Living Item is another option that will appeal to sneaky players. If you're up against a tough enemy, there's no reason not to burn one meter on setting up a Refuel or Cure Crystal.

Viese's Recommended Skills and Equipment



Viese is almost wholly focused on defense and healing, to the exclusion of other options. She can equip unique Alchemy items like the Moon Drop to further improve her medical skills.

Thus, you should play to her strengths. Equip her with items that teach Dodge, Defense Up, and Defense to keep her alive, then raise her Magic.

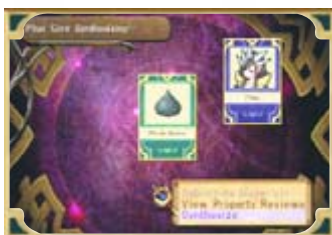


Alchemy Basics

You spend a lot of your time in Eden in the laboratory. Viese becomes a full-fledged alchemist at the game's start. From her workshop in Noir, she can use the various recipes you find in both worlds to create all the items and accessories you need to succeed.

Felt, conversely, never finished his alchemy training. While he can recognize a recipe when he sees it, extract elements, and even use Mana Synthesis, only Viese can perform true Synthesis.

Thus, if you must create a new item to progress as Felt, switch back to Viese. Thanks to the Share Ring, any new recipes you find in Belkhyde are automatically transferred and logged when you go back to Eden.



To create a new Mana item, Accessory, or Alchemy item, you need several things. First, and most importantly, you need Viese's cauldron. You can create new items only in Viese's workshop or, in Episode 19 or later, your campsite.



You also need a recipe, all the ingredients, and a pact with the relevant Mana. Mana pacts, thankfully, are easy to make. At the game's start, Viese makes a pact with Dour, the Wood Mana. There are 12 other Mana spirits throughout Eden, and making pacts with them is mostly just a question of finding them. Some Mana spirits are harder to find than others, though.



We discuss how to find each Mana spirit in the walkthrough, since you must make most of the Mana pacts to proceed through the game.



NOTE

The individual spirits that are running around Eden *aren't* the Mana spirits you must talk to. The spirits you can make pacts with are powerful and hard to find, even though some of them look a lot like some of the random Mana spirits that populate Noir.

MAKING NEW ITEMS

All right, let's go down the checklist:

- Have you got a new recipe to try out?
- Are you standing in front of Viese's cauldron?
- Do you have all the ingredients specified in the recipe?
- Has Viese made a pact with the appropriate Mana spirit?

If you have done all these things, then you're ready to start.

Before you can start item Synthesis, you need a recipe.

Viese isn't willing to just mix up items at random and hope something cool happens. She wants actual guidelines to follow before she begins.

You can find dozens of recipes throughout the game. After you have one to work from, check Viese's workshop to see what items you need.



Next, track down the recipe's ingredients. Sometimes you find a recipe well before you find its materials; for example, you'll get the recipe for the Ruby Prism well before you can find the rare materials you need to create one.

If you *have* to make a given item to proceed in the game, however, the materials are always available. You just need to look for them.


When in doubt, explore towns thoroughly to see if there are shops you've missed, go item hunting inside dungeons, or talk to people in Eden.

Nine times out of ten, though, you'll already have all the materials you need to manufacture an item by the time you find its recipe.



TIP

Any Mana item, accessory, or Alchemy item in the game can be an ingredient in a recipe. Thus, don't cycle through your equipment and items. Even if a given accessory is obsolete or an Alchemy item seems useless, keep it around—it may be a vital part of some later recipe.





After you have everything you need, create the item. It's usually best to make only one Mana item at a time, since you can mass-produce those cheaply using elements. We discuss this in the sections on Mana Synthesis and Elemental Extraction.

Accessories and Alchemy items, conversely, cannot be made with Mana Synthesis. As such, make as many as you can at one time. Try not to use up all the ingredients at once.

Finally, you often get special scenes when you mix up a new Mana item, depending on when you make it and who's with Viese at the time.

On your first playthrough of the game, mix up Mana items as soon as you make them, as recommended in our walkthrough. Then, on subsequent playthroughs, wait as long as possible before making them and see what the other characters have to say about it.



Many recipes also allow you a little bit of leeway with the ingredients. By substituting other items in a recipe where appropriate, you can improve or downgrade the item's quality, make it easier or cheaper to create, or rarely, create a brand-new item.

Whenever a recipe allows you to substitute an item for one of the ingredients, always check out what it does to the final product. There are many unique items that can only be created by experimenting with your recipes, and you don't want to miss out on them.

As a general rule, you want the Quality stat on all of your items to be 100 or greater. The better the Quality, the more damage the item does, the more LIFE it restores, and the better the stat boosts it provides.

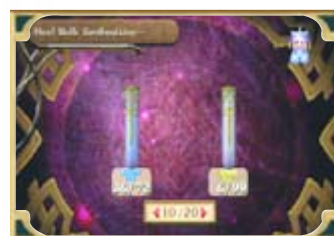
The current Quality of your item's recipe is retroactively applied to all the items of that type you're holding. If you mix up a bunch of Quality 100 Heal Herbs, then make a new Heal Herb that's Quality 120, save the recipe. Your stock of Heal Herbs will all be treated as though they're Quality 120 for now on.



MANA SYNTHESIS

Only Viese can successfully synthesize Mana items from a recipe. Once she has, however, both she and Felt can use Mana Synthesis to create more.

Mana Synthesis uses the 13 different kinds of elements to create new items. Simply put, it allows you to make something out of nothing.



Mana Synthesis can be done anywhere, at any time. Outside of combat, the created items are added to your stockpile. You can manufacture up to 99 items at any given time in the game, assuming you have the elements to do it.

When Felt or Viese use Mana Synthesis in combat, you automatically generate and use a single item, consuming that item's cost in available elements. You won't use up any of the items in your stock, saving them for your nonalchemist allies.



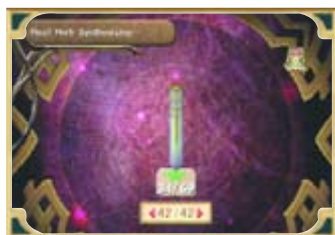
On the other hand, you can't use any of Viese's item-based skills with Mana Synthesis. A lot of items that you may want to synthesize, such as the various Cores, which raise a character's stats, have a prohibitively high element cost and their requisite elements may also be hard to find.



When you, as Viese, make new Mana items, only make one at a time to start with. After you do that, go into your Item menu, select what you just made, and opt for Mana Synthesis. You can see the element cost of synthesizing

the new item, which is usually quite affordable.

If you're currently low on the relevant elements, go hunt down some more. You can easily farm elements in Eden—many locations there have crystallized elements ready for the taking, and it just gets easier as you progress through the game. This option isn't available during Episodes 20 and 21, so use it while you've got it.



When you've gotten proficient at Mana Synthesis, try to make large amounts of items at a time. After you get above 10 or so items at once, the process becomes more efficient, allowing you to only use up two elements for every three you should be spending.

ELEMENTAL EXTRACTION

When you're exploring a dungeon, whether it's a peaceful meadow on Eden or the most monster-infested ruins in Belkhyde, you often encounter a wide variety of inanimate objects such as crates, barrels, rock formations, stalactites, sprouts, saplings, thickets, and element crystals.

These items may have special effects of their own or may contain items. However, they can also be sources of valuable elements, which Felt and Viese can use to create Mana items.

Attempt to extract elements from an object by pressing **■**. If you press **■** while standing in the open, Felt or Viese will gesture and create a large cylinder of light. It's cool, but it doesn't do much.



If you're facing an item you can extract elements from, press **■**. The item disappears, and the number of elements you've thereby obtained appears in your screen's lower-right corner.

You can only carry 99 of a given element at any one time.

Any elements you gain thereafter are simply wasted.

If you extract the elements from an object that contains an item, such as a barrel, the item is destroyed over the course of the extraction.

Fortunately, however, these objects are surprisingly resilient. If you leave a given area and return to the world map, any objects you've destroyed with Elemental Extraction reappear, complete with any items they might've contained.



Most of the objects from which you can extract elements also have a secondary purpose. For instance, you can use Mana items like Wonder Grow and Yugdore Water on sprouts, saplings, and thickets to make them bloom, yielding harvestable items.



You can also mine various ores and metals from rock formations with a Flay Hammer or occasionally find items stored inside crates and barrels.

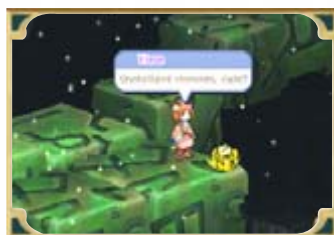
If you make a plant bloom, mine a rock, or take the item inside a container, it disappears from the world map, just as if you'd extracted the object's elements.





Conversely, making plants bloom may also cause element crystals to appear. These crystals, and the rarer, more valuable element clusters that appear in some places in Eden, can have large amounts of elements extracted from them.

The fastest way to gain elements is to find an element crystal, extract it, and leave the area via the world map. When you return to the area, the crystal will have reappeared, ready for mining.



Finally, you can harvest elements from defeated opponents. In order to get an enemy's elements, either Felt or Viese must deliver the final blow with a Charge Attack, Break Attack, or weapon-based skill (i.e., Felt's Mana Strike).

Viese can also harvest an enemy's elements directly with her Extraction attacks, although those have a high chance of failure.

The elements an enemy yields (and how many) upon the enemy's defeat are indicated in the enemy's breakdown in the Enemy List in the Reference menu on your Status screen.



FIELD FEATURES

As you wander around the cities, towns, plains, mountains, and dungeons, you find several unusual objects you can use to your advantage. You can mine for precious metals, cultivate plants for alchemical ingredients, search for man-made items, and in general, exploit your surroundings to their fullest.

Here are the game's most commonly found field features and what's best to do with them.

The humble barrel is often found in cities, along roadsides, and in other locales. Like crates, barrels are usually used to store a variety of common, inexpensive items like Ale, Pure Water, and Old Magi Grass. If you use extraction on a barrel, you get three Wood.



Crates are stacked in towns and other civilized areas. Check them before you extract from them, as they may contain cultivated items such as Pure Water, Foul Water, Spoiled Meat, and Magi Grass.

A crate contains three Wood elements. Since this is enough to Mana Synthesize three Heal Herbs, swipe the elements out of every crate you can get your greedy little hands on.

Sprouts can be grown with the Wonder Grow Mana item. Doing so yields harvested items like Huffle, Magi Grass, or Tatalia Cotton. A sprout contains four Wood and four Water elements.



A sapling can be made to sprout with Yugdore Water. You get rarer and more valuable items for doing so, such as Tingleberries, Pearlberries, Super Nues, and Aihie Fungo. A sapling contains six Wood and six Water elements.

Thickets are the rarest of the harvestable plants. Grow them with Fairy Tea to net impressively rare items like Desert Flowers, Urobs, and Triffids. A thicket contains 10 Wood and 10 Water elements.



There are several different kinds of rock formations. Look in mines, on mountainsides, and in rocky terrain to find at least one rock formation that's suitable for mining. Use a Flay Hammer on a rock formation to get various metals and rocks, such as Red Ore, Red Legien, Silver Legien, Shadow Stones, Ice Stones, Moon Stones, Lightning Stones, and Ancient Ore.

It's often difficult to tell how many or what type of elements you'll get from a single rock formation. You typically get two kinds of elements, and six to twelve of each. They're usually Stone and Metal, but you can also get Fire or Lightning elements if you find the right formations.



Crystallized elements are everywhere in Eden, but they're fairly rare in Belkhyde. Unlike other terrain features, they're only good for their element content. You cannot manipulate them to find harvested items.

You can sometimes find one or two crystallized elements in Belkhyde by making sprouts grow. In Eden, they're quite common on Mana spirits' holy ground.

Extracting the elements from a crystal nets you 16 elements of a single type. What type you get is determined by the crystal's color.

In a few rare parts of Eden, you can also find hyperdense element clusters. Much like crystals, the elements a cluster contains are determined by its color. You get a whopping 50 elements from a cluster.



Finally, you should always check various uncommon features in your environment. Lakes, ponds, a village's well, and the sink in Viese's workshop can all contain items. Usually, it's just Pure or Foul Water, but you can't have enough Pure Water.

WEAPON SYNTHESIS

Felt may not be an alchemist, but he's a talented blacksmith. After he receives tutelage from Hagel at the end of Episode 4, Felt can use various items and the patronage of Mana spirits to vastly improve each of your characters' chosen weapons.

You don't have to find recipes for new weapons; all you need is an item, a pact with the appropriate Mana spirit, and an anvil. Fortunately, many of the items you need in order to forge new weaponry are either quite common or are something you already have.



The anvil, happily, is available any time you make camp.

Each character's weapons can be synthesized according to a ladder-like path. In order to make a given weapon, you must first synthesize all the weapons that precede it on the path.

Each weapon possesses a Secret Factor, a passive skill, or both. The Secret Factor teaches the character a new combat skill, which becomes available while the character is holding that weapon.



After you earn enough SP, you are informed that the character has permanently learned the skill; it remains on your Skills list even after you change weapons.

Passive skills, conversely, are unique to the weapon in question. These skills confer extra elemental damage per hit, extra attacks per round, heightened damage against certain categories of enemy, and more. Some skills may quietly move from one weapon to another, such as Attack +1, but others remain in place.

NOTE

If you want to go back and equip a different weapon, you must once again use up that weapon's associated item.

Walkthrough

NOTE

In the walkthrough section of this guide, we take you from breakpoint to breakpoint and indicate when you should travel to a new location.

EPISODE 1: Beginning in Eden

You face very little combat in Episode 1, so spend time getting a grasp on the game's controls and systems. This is mostly a tutorial level.

WEST GATE



As a mysterious girl, you must fight two battles on a bridge. In the first bout, use two Break Attacks to disable your opponent with little risk to you.



The enemy may get to go first in the second fight. No matter; use the Force Blast skill to level them both in a single hit.

EDEN TEMPLE

After a couple of short cutscenes, you meet Viese, our heroine. By the time the introduction's over, you receive the Share Ring from Kreuz. Remember this guy; he's your boss. A lot of your later objectives start with going to see him.

To leave this room, talk to Lutanus, who's standing near the room's southern end. She gives you Alchemy 101—this teaches Viese the recipes for Heal Herbs and Fear Bottles—and gets out of your way. You can't open the library door right now, so leave the temple.



ALCHEMIC CITY NOIR

Viese has only 500 cole at the moment, and you won't get any more for another episode or so. You can afford some of the materials and recipes available in Noir's shops, but they won't do you much good for a while. Save your cash.

Explore the city as you see fit; Yach's shop is available as you enter, next door to the forebodingly dark Historical Society.

YACH'S SHOP

ITEMS	COST
Dowsing Guide (Pendulum)	100
Noir (Eden Outfit)	700
BBQ 101 (Charcoal)	700
Magi Grass	10
Wax	10
Red Ore	30
Red Legien	40
Dem Ore	50
Silver Legien	100
Ore	600

One screen over is Viese's house and workshop, next door to Melona's shop. Enter Viese's workshop to find out what you must do next.

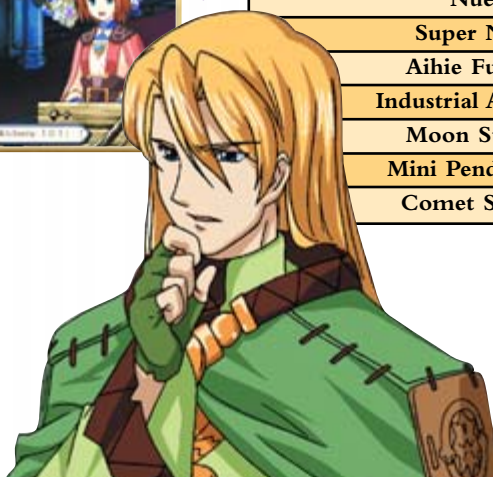
There are two locked treasure chests on the second floor of Viese's house. One treasure chest is silver and the other's gold.

You find quite a few of these over the course of the game, but you can't unlock them yet. Note their locations so you can come back later.



MELONA'S SHOP

ITEMS	COST
Reincarnation Recipe (Return Gem recipe)	500
Jewel of Eden (Damask Ring recipe)	500
Nue	30
Super Nue	300
Aihie Fungo	400
Industrial Alcohol	120
Moon Stone	60
Mini Pendelook	250
Comet Stone	1,000



BELKHYDE GATE

Leaving Noir opens a path to Belkhyde Gate on the world map. Go there to meet and recruit Felt, our male protagonist.



You find the first elements in the game outside the Belkhyde Gate. Grab them if you like. They're both crystalized Wood elements, which makes them useful in the upcoming episodes.

MARMEL FOREST

ENEMIES	ITEMS	TREASURE CHESTS
—	Magi Grass x2 Nue Magi Grass x2	Mini Pendelook

Exploring the forest turns up a few more mysteries you can't yet solve. You need a hook to scale the cliffs near the forest's entrance, and the nearby lithograph has some untranslatable runes. Leave these alone for now.

You can, however, access the treasure chest by the cliff, however, which contains a rare and valuable Mini Pendelook.



Head into the forest, gathering items and elements en route, and check out the Azure Azoth. At the forest's end, Viese makes a pact with the Dour Tree and gets the Wood Gem more or less without your help.



As you leave, yank that priceless relic we were just admiring out of its "eternal" resting place. This is the Azure Azoth, and it will be Felt's best buddy for the rest of the game.

Visiting the Dour Tree "resets" the items on the first map of the forest, so you can stock up on Magi Grass and Nue if you want. Neither item is particularly hard to get a hold of, but this is one of the most convenient places to get Nue.

On your way back out of the forest, note the small clearing near the entrance to the Dour Tree's former home. The sprouts here will be valuable in a few episodes.



EDEN TEMPLE

Your next task is to go see Kreuz. You can explore Eden if you like, but there aren't that many places you can go at the moment. The Stone Caves are off-limits, and nothing new is happening in Noir.

After you see Kreuz, however, you start a series of events that winds up concluding the chapter.

BELKHYDE GATE



To advance the plot, you must come back here and get your daily dose of prophetic pronouncements.

NOIR

You must make a Heal Herb before you go too much further. You need Magi Grass, which was all over the Marmel Forest, and Pure Water, which you can find at the sink on the second floor of Viese's workshop.

If you want to explore Eden or Noir a bit more, this is your last chance for a little while. Synthesizing a Heal Herb ends this episode.



After you have all the items you need, check Viese's cauldron and mix up the Heal Herb. When you're done, either Viese or Felt can use Mana Synthesis to make as many Heal Herbs from Wood elements as you want.

With that accomplished, save your game and leave Viese's workshop. Next stop: Belkhyde!

EPISODE 2: Belkhyde, the Other World

BELKHYDE DESERT

ENEMIES	ITEMS	TREASURE CHESTS
Armadillo Red Puni	Red Legien x2 Dem Ore x3 Aihie Fungo Magi Grass x2 Silver Legien* x2 Red Ore* x6 Red Ore* x5	Gradin Cape

* Can only be gained through refining

MINING METALS

In a few episodes, Felt and Viese discover how to make Play Hammers. These handy tools allow you to mine various rock formations for metals, thus harvesting a wide variety of useful items from them.



For the moment, however, all you can do with stone formations and other rocks is extract elements from them. You get a scant handful of Stone, Metal, Fire, or Lightning elements for your trouble.

You can always come back here later in the game and mine the rocks, though. The items you can obtain via mining or some other type of refining process in each area are labeled with asterisks.



Here's where the combat starts. As you approach this map's western exit, you get into the first battle of the game. Open with a Mana Strike to disable the Armadillos, then take Red Puni apart with Charge or Break Attacks. This is an

excellent chance to stock up on coin and experience points.

Try to get enough money that you feel comfortable buying the Reincarnation Recipe from Melona's shop in Noir. This valuable Key item teaches Viese how to make Return Gems.



From your starting point, look to your left for two chests. One's a locked silver chest, which you can't open yet; the other contains a Gradin Cape, which is a handy defensive accessory at this stage of the game.



Proceed west. On the desert's second map, you can extract Wood and Water elements from the sprouts. Later in the game, you can come back here with Wonder Grow to get Magi Grass from one sprout, and crystallized Fire and Stone elements from the other three.

At the first intersection, go east to find two stone columns, which you can extract Stone and Metal elements from, then go west to continue. There's Magi Grass, Dem Ore, and Red Legien for the taking along the path.

Eventually, you and Felt win through to the world map, where a path to the Oasis opens.

OASIS

ENEMIES	ITEMS	TREASURE CHESTS
—	Foul Water Red Legien x2 Pure Water x3 Red Ore* x5 Red Legien* x5 Red Legien* x8	—

* Can only be gained through refining

When the cutscene ends, you've met your first recruit: Noin. She has helpfully set you up in a campsite.

Leaving the tent puts you on the Oasis's map. A barrel behind the water contains Foul Water; either take the item or extract Wood elements from the barrel. Check the oasis itself for three bottles of Pure Water, and scoop up the Red Legien.

(Come back later, and you can grow the local sprouts for three crystallized Fire elements, and one Water.) Once all that is said and done, pack up and head out.



TATALIA VILLAGE

ENEMIES	ITEMS	TREASURE CHESTS
—	Foul Water x2 Spoiled Meat Pure Water Red Legien* x5 Red Ore* x5	Ancient Mask Phoenix Quill Tatalia Cotton

* Can only be gained through refining



Take anything you see in Tatalia Village. Enter the small tent in town to find and acquire an Ancient Mask and a Phoenix Quill, then follow the path to the southeast. Some merchants have abandoned a chest containing Tatalia Cotton.

You can also stock up on Wood elements by extracting the Crates and Barrels around town. Some of them contain Spoiled Meat and Foul Water.

Check the town's well for Pure Water.



Mitsue, the girl in the north part of town, is a saleswoman. Speak to her to purchase items, although little of what she has is unique or inexpensive. She won't be here forever, though, so if you want any of what she's got, grab it now.

MITSUE'S SHOP

ITEMS	COST
Ancient Mask	600
Wax	10
Ale	90
Red Legien	40
Dem Ore	50
Aihie Fungo	400

Finally, the mayor of Tatalia Village, as befits his station, gets the big tent. Enter, and you'll discover your next goal: visit the Great Desert Ruins.



THE FORK

ENEMIES	ITEMS	TREASURE CHESTS
Red Puni Armadillo Salamander Falcon Hawk	Red Ore* x5 Silver Legien* x2 Red Legien* x6	—

* Can only be gained through refining

Go north from here to reach the Great Desert Ruins. Going east takes you to West Regenbogen, and the southern path leads to the dangerous Great Desert. You don't need to go to the latter two now, although you can do some random power leveling in the Great Desert if you want.



GREAT DESERT RUINS

ENEMIES	ITEMS	TREASURE CHESTS
Red Puni Ghost Fungo Imperial Footmen Imperial Soldier	Dem Ore Faux Puniball x3 Old Magi Grass x2 Wild Meat x2 Pure Water x2	Niv Tiara Aihie Fungo Weapon Guide

* Can only be gained through refining

The first area of the Great Desert Ruins is a simple maze. A campsite and the boss's lair are to the east. Search the entire area for items and treasures.

The Niv Tiara is a must-grab for its anti-Poison qualities. Find it by heading east and taking the first path to the south, then following the hallway back around to the west.

Aihie Fungo is expensive enough that a free one is a must-get. It's in the small room to the north of the main ruins' eastern exit.



When you enter the room to the east, you battle two Imperial Footmen and an Imperial Soldier. Just before the fight, Felt learns Mana Wave, which is an excellent area-effect skill. Here, it weakens both the Footmen enough that a couple of Charge Attacks finish them off. Proceed to Break Attack the Soldier until he's stunned, then lower the boom with a chain combo. Mana Strike does a *ton* of damage in a combo, so use it to wrap this up fast.

Once the fight's over, take the Weapon Guide from the chest in the corner. It teaches you how to make Crafts.



On your way back out of the ruins, you have your first encounter with enemies that have physical immunity. In this case, it's Ghosts. Noin's Charge and Break Attacks simply do not work on them, although an invalid Charge Attack still fills up your Skill gauge. Felt's basic attacks work on enemies with physical immunity, thanks to the Azoth, while Noin can use Force Blast to get rid of them.



TATALIA VILLAGE



Report your findings to the mayor. Congratulations, Felt, you've just gotten wrapped up in a wholly unrelated battle for freedom! Some guys have all the luck.

THE FORK



You're pinned inside your tent by a sandstorm when you reach the Fork. All you can do is talk to Noin. After that conversation, check the Save Book in your tent to end this episode.



EPISODE 3: Share Ring

NOIR



Leave Viese's workshop to see a brief cutscene. If you've got the cash on tap, purchase some of Yach and Melona's recipes, then leave town. It's time to talk to your boss.

EDEN TEMPLE

If you haven't noticed it before now, check out the tunnel underneath the temple. You'll find a locked silver gate and a couple of crystallized Stone elements. Remember this for later.



Go into the main room of the temple and speak with Kreuz. He tells you to check out the library, but the door's locked. You'll need to find Lutanus.

NOIR

It won't be hard to find her. Lutanus is at Yach's shop in Noir. Talk to her to get the Library Pass, which allows you into Eden Temple's library.



EDEN TEMPLE

The library contains all sorts of valuable tips. Browse the shelves for some pointers on effective alchemy.



What you seek, though, is hidden in the central bookcase. Check there to receive the Petroglyph Manual.

Make a brief stop back at Viese's workshop to save, then head back out of town. Your next stop is the Metal Caves north of Noir.

Buy a Moon Stone at this shop and switch back to Viese. She can use it to synthesize a Pendulum and an Alchemist Medal.

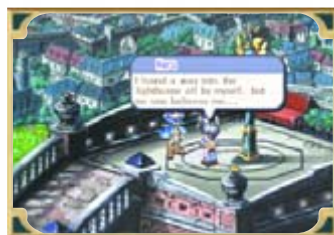


Once you're back with Felt, leave the Back Alley and go to Riesevelt's Central Park. You overhear an interesting story.

Next, stop by Riese Palace and the Great Lighthouse, in that order. You'll see what's happened to Max, and find out where you

must go. Unfortunately, the Lighthouse's gate is locked tight.

Speak to the boy in Central Park, Naru, to receive his demands. In exchange for what he knows, he wants a Huffin. Return to the Back Alley and camp. This is a job for Viese.



Nymph's appearance in the forest has also occasioned the appearance of two crystallized Water elements in the woods near the plaza where the Azoth was. Be sure to harvest these periodically.

EDEN TEMPLE



Leave Viese's workshop and go to Eden Temple's library. Check the bookcase where Iris was standing to find the Garden Book, which contains the recipes for Wonder Grow and Huffin Water.

You should have everything you need to make the Wonder Grow. (If you somehow got rid of the Aihie Fungo from the Great Desert Ruin, you have to buy one from Melona.) Mix up a batch, and Meila stops by the workshop to give you a Mini Pendelook.



Remember that clearing we mentioned earlier? Go check it out. Using your new Wonder Grow on the sprouts here yields a harvest of Huffins. Grab at least two of them, then head back to the workshop.



TIME OUT FOR ALCHEMY



This source for Huffin means you can mix up a few extra items. You can use Huffin to make the Huffin Water, a powerful combat Mana item that inflicts Sleep.



Huffin Water is also the ingredient you're missing to create Fear Bottles, a handy Mana item that clears out dungeons for you. Further, you can substitute Huffin Water or a Huffin for the Aihie Fungo in the Wonder Grow's recipe. Doing so results in the Holy Evergreen Alchemy item, which will be quite valuable very soon.

MARMEL FOREST



When you step into the forest, you meet the Water Mana, Nymph. Give her some Pure Water (remember, you can get five vials of Pure Water by checking the sink on the second floor of Viese's workshop), and she agrees to make a pact with you. Viese receives the Aqua Gem.

RIESEVELT



Return to Central Park and give the Huffin to Naru. He tells you where to go, thus unlocking the path to the Sewer. Do some last-minute shopping in the Back Alley if you need to, then head over there. Once you've rescued Max, it will be a long

time before you can return to Riesevelt.

RIESEVELT SEWER

ENEMIES	ITEMS	TREASURE CHESTS
Puni Red Puni Banshee Ghost	Moon Stone x2 Old Magi Grass x3 Red Legien x2 Pure Water Magi Grass x3 Wax x2	Veek Tactics (Roten Helm recipe) 200 Cole Ancient Mask

TIP

The Red Puni can use a skill called Puni Drop to leave the fight for a turn. On its next turn, it drops on one of your characters for heavier-than-usual damage. Try to Defend when it's off-screen.

The sewer is really just one big mazelike room. Your goal is the staircase in the northwestern corner, but explore a bit and collect the various items. This includes a bag of Moon Stones and the Pure Water inside one of the barrels on the northern wall.



One of the must-have items is on the eastern side. Open the chest to get the Veek Tactics Key item, which teaches Viese how to make the Roten Helm accessory.

One of the treasure chests cannot be reached on foot. You need to ride the log across the water to get the Ancient Mask.

GREAT LIGHTHOUSE

ENEMIES	ITEMS	TREASURE CHESTS
Imperial Footman Banshee Brownie Puni Ghost Mini Puni	Faux Puniball x2 Foul Water Spoiled Meat x2	Green Mana Globeball Ore 450 cole

You come up on the first floor of the Great Lighthouse. Go slightly north from your current position and head downstairs to find a treasure chest containing a rare Globeball.

Return to the entry point and go two rooms west. You find a new staircase. Head downstairs and east to find a bag of Faux Puniballs and a barrel containing Foul Water, then go west down the tunnel by the stairs.



Follow the passageway to its end and go back upstairs. You wind up in a dead-end room with a treasure chest. Open it to find Green Mana.

Finally, you passed by a staircase to reach the Green Mana. Go back downstairs and use it to climb up to the higher levels of the Lighthouse. Along the way, you pass a bag of Spoiled Meat and a chestful of Ore.



The cellblock is at the top of the Lighthouse. To rescue Max, you have to win through a quartet of Imperial troops. The two Footmen are just like the ones you've seen in the Lighthouse before now, but the Soldiers take some special care to defeat. Use Felt's Mana Strike to get rid of them as quickly as possible.

While this is a bloody fight, it's not a terribly difficult one, and you should win with ease. You receive a Gradin Cape for your victory, and once you rescue Max, he gives you Legin's Wing on your way out the door. Now you can equip Alchemy items, such as the Alchemist Medal or Holy Evergreen, and learn new passive skills from their Secret Factors. Be sure to check the cell next to Max's for a treasure chest containing 450 cole.



Heal up and save your game as you head back down the Lighthouse. Another dangerous fight awaits at the bottom. This time, it's with four Imperial Footmen and an Imperial Captain.

Boss Fight: Imperial Footmen and Imperial Captain

Even the odds a bit by using Huffin Water to put most of them to Sleep, then take them out one at a time. A good trick is to stun the Captain, then use Noin's Force Blast or Felt's Mana Wave as part of a chain combo. This damages him and his men simultaneously.

When you win, you leave the Lighthouse in a hurry. Backtrack through the Sewer, but unequip Noin just before you reach the ladder. She leaves the group, and Felt is forced to leave Riesevelt on his own.

Head back across the bridge to West Regenbogen. Along the way, you wind up in a powerful boss fight with a Mysterious Girl.



Boss Fight: Mysterious Girl



Don't even bother trying to Break Attack her unless her turn icon is already in the stun zone. She's so much faster than Felt that she'll recover from the Break before Felt's next turn comes up.

While none of her individual hits do a lot of damage, they add up quickly. Use Heal Herbs to keep yourself healthy, and charge up your Skill Gauge. A few Mana Strikes should drop her.



Once she's been defeated, keep going across the bridge. When Noin calls out to you, jump on top of the battlements and climb down the ladder to meet her.

As you leave West Regenbogen, a heightened troop presence in Riesevelt puts the city off-limits to you for the foreseeable future. It's no big deal; you have bigger fish to fry. As Max and Noin suggested, head north to West Coast Highway.

TIME OUT FOR ALCHEMY



Switch back to Viese and whip up 10 Wonder Grows, then leave your workshop. Yach approaches you in the street outside, looking for Wonder Grows. Give them to him and receive Blacksmith 101. This teaches you the

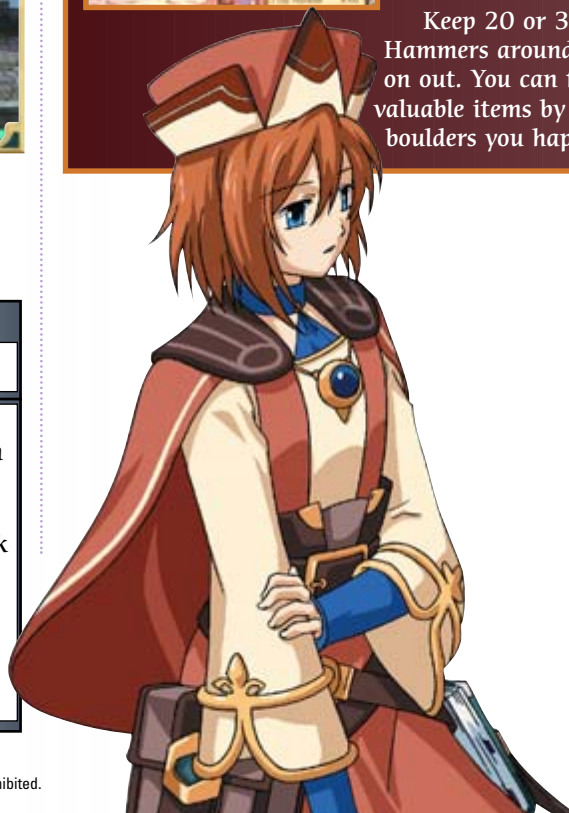
recipe for the valuable Flay Hammer.

To make it, you need a Damask Ring. Fortunately, Melona is selling the Jewel of Eden book, which contains that recipe. Make at least four Damask Rings, as they are components in several weapon syntheses and decent defensive Alchemy items in their own right.



Once you've manufactured the Flay Hammer, Yach stops by Viese's shop looking for five of them. Synth up a batch and visit Yach's shop. He pays you 800 cole for them.

Keep 20 or 30 Flay Hammers around from here on out. You can find lots of valuable items by mining any boulders you happen upon.



WEST COAST HIGHWAY

ENEMIES	ITEMS	TREASURE CHESTS
Falcon Hawk Floating Fish Mandragera Mountain Pig Puni Red Puni Mini Puni	Pure Water Moon Stone x2	Ore Mythology 1 Dark Mana

TIP

Watch out for the Falcon Hawk, which can Poison you, and the Mandragora, which can put your characters to Sleep. The Mountain Pig knows a skill called Desire, which increases its stats.

This is more of a crossroads than a dungeon, but it's got a few tourist attractions. One of them is yet another tantalizingly illegible lithograph, located to the east as you enter. A chest nearby contains the future classic, Mythology 1, which holds the valuable recipe for Nectar.



You can also investigate in either direction. All the way to the east and west are treasure chests; the former contains Dark Mana, the latter, Ore.



When you've finished exploring, leave via the northeastern path to open the road to the North Cave. You can also find the exit to the Holy Path while you're here, but Noin won't let you go there just yet.

NORTHERN CAVE

ENEMIES	ITEMS	TREASURE CHESTS
Wolf Brownie	Moon Stone* x7 Dem Ore* x7 Red Legien* x8 Red Ore* x6 Dem Ore x3	Mell and the Monster (Aroma Pot recipe) Glowing Mana

* Can only be gained through refining



There are two "maps" in the Northern Cave. Both feature large wind tunnels that cannot be shut down, preventing you from moving through the area they're covering.

Thus, the only solution is to go the long way around. Doing so in the first cavern allows you to reach the treasure chest behind the wind tunnel, which contains Mell and the Monster, a storybook that inspires Viese to create the Aroma Pot. You also pass two small side caverns, accessible via the north. Find a bag of Dem Ore and two crates inside the furthest north, and a chest containing a Rainbow Disc inside the next.

Reach the second cavern's chest in a similar way, and open it for some Glowing Mana.

Once you've raided those chests, it's time to leave. Getting through the Northern Cave in one piece allows you to reach Max's Camp, and entering that area ends this episode.



EPISODE 5: To the Eastern Lands

AGITO CAVE



Walk into Max's domain to trigger a brief dialogue sequence. Afterward, open the nearby treasure chest to find Mythology 2, which provides the recipe for Item Wish. If you like, you can make that right now by substituting Pure

Water for the Eite Liqueur that the recipe requires, and buying Industrial Alcohol from Melona's Shop.

Once you've done that, go back to Agito Cave and speak with Max. He gives you 500 cole to get him some Cotton Cloth. Noin leaves the party.



ITEM WISH AND YOU



The Item Wish is an area-effect Mana item with a fair chance to transform enemies into harvested items. If you do so, it “defeats” the enemy, but you won’t get any experience points, skill points, or cole for the

victory. The items they transform into are noted on your Enemy List as the enemy’s “Bonus.”



Using Item Wish is the only way to get several useful components, such as Groovecubes, Violet Fungi, Gogo Suits, and Star Pieces. It’s also the only way to get more than one Globeball or Rainbow Disc.

Fire off a couple of Item Wishes whenever you enter a new area. It comes in handy in the long run.

TIME OUT FOR ALCHEMY



Making the Item Wish, whenever you manage to do it, elicits a visit from Coco, Melona’s bumbling assistant. Thereafter, whenever you visit Melona, she asks Viese if she’s found a Star Piece for her yet.

Find one by using Item Wish on enemies such as Fungos or Parafungos. Melona will swap you for some Glowing Mana.



TIME OUT FOR ALCHEMY



While you’re looking for Cotton Cloth, take some time to switch back to Viese in Eden. If you leave your workshop, you run into Meila, who offers Viese a reward if she finds a Hal Flower for her. Go back to

Marmel Forest to find a new sprout near the Azoth’s platform. Use Wonder Grow to make it bloom into a Hal Flower, and Aroma, the Fragrance Mana, takes an interest. Viese makes a pact with her, thus getting the Flora gem.

Now return to Noir and trade the Hal Flower to Meila for some yellow mana. Aroma’s patronage also means you can now synthesize Nectar and Aroma Pots.

TATALIA VILLAGE



Go speak with Mitsue. She doesn’t have any Cotton Cloth for you, but in the name of customer satisfaction, she gives you the Clothspinner. This teaches Viese how to spin Cotton Cloth, which turns out to be a surprisingly potent

defensive Alchemy item for male characters. It has the Block passive skill as a Secret Factor.

As Mitsue suggested, though, you need to rustle up some Tatalia Cotton on your own, and to do that, you have to go straight to the source. Head back to the Fork and go south.



GREAT DESERT

ENEMIES	ITEMS	TREASURE CHESTS
Vulture Vine Trap Armadillo Salamander Totem Cacto	Moon Stone x2 Nue x2 Foul Water x3 Tatalia Cotton* x17 Desert Flower* x3	2,000 Cole Magic Pipe String

* Can only be gained through refining

TIP

The Salamander is a surprisingly tough opponent at this stage of the game. Use it for fast SP via chain combos. Watch out for the Vulture’s Poison Claw, the Vine Trap’s Fireworks, and the Totem’s ability to heal both itself and nearby allies.

Boss Fight: Sand Dragon



Upon entering the Great Desert, you rapidly meet both Gray and the formidable Sand Dragon. The Sand Dragon is a halfway challenging enemy; its Angler Attack can hit you with Knockback, although its Quicksand skill

tends to miss both characters. Use this as an opportunity to practice your chain combos with Gray. A few applications of Twin Dragon and Mana Strike will take them out quickly.

Once the Sand Dragon drops, put Gray in the front of your party and move on. Cross the suspension bridge to find two Moon Stones, then circle back around and check out the sprouts to the north. Grow them to yield a harvest of crystallized Fire elements.



With that done, head south, then navigate the simple maze to the east. Find a bag of Old Magi Grass here, right before you reach the southern exit.



On the second map, investigate to the northwest. A hidden chest behind the cliffs contains String. If you keep exploring a little bit, you find a small oasis and a barrel containing Foul Water.

GARDENING TIPS



Keep an eye on this oasis in the Great Desert. Not only is it a handy place to find crystallized Lightning elements, but much later in the game when you find out how to make Fairy Tea, you can come back here and use

it on the thickets. Doing so yields a harvest of rare Desert Flowers.

Finally, when you leave to the east, you're in the treacherous desert maze. Go east a bit to find another lithograph; past it, the uppermost path eventually takes you to a treasure chest containing 2,000 cole, and the lower path, if followed back west, takes you back to the second map. En route, you find a bag containing two Nue.



Now move southeast through the maze. You find a campsite eventually. South of it is a treasure chest containing a Magic Pipe, and to the north, find a field of sprouts. Use Wonder Grow to get all the Tatalia Cotton you could ever

AGITO CAVE



Give Max the Cotton Cloth to receive your next set of marching orders: head over to the Holy Path and recruit the blacksmith Hagel for the Simsils.

Take this opportunity to stock up on items, even if it means heading into Marmel Forest to grab a few Wood elements. Make sure you have plenty of Flay Hammers on hand, because there's lots of mining to be done on the Holy Path.

HOLY PATH

ENEMIES	ITEMS†	TREASURE CHESTS
Mini Puni Puni Master Puni Wolf Falcon Hawk Harpy	Moon Stone* x2 Ice Stone* x3 Red Legien* x6 Dem Ore* x6 Ice Stone* x3 Silver Legien* x3 Ice Stone* x3 Red Ore* x6 Red Ore* x4 Red Legien* x6 Moon Stone* x5	960 Cole Aroma Talisman

† Each item on this list represents a different boulder.

* Can only be gained through refining

TIP

The Master Puni knows Heal, so try to take it out first. Also watch out for Harpies, who are fond of constantly using Silent Scream to lower your Attack and Speed.

This is nicely straightforward. Climb up the mountainside, mining as you go; you'll find all manner of handy ingredients while climbing, such as Ice Stones. Going west reveals a cliff that can be scaled only with a Grappling Hook. Because you haven't got this, go east instead and cross the bridge.





Scale the cliff to find mining sites for more Ice Stones and Silver Legien, then hop back down.

The next map contains a campsite. If you enter the nearby cave, you can cross to the other side of the cliffs and find a treasure chest containing a handy Aroma Talisman.



accompany you back to Max's Camp. Head back that way.

Once you're there, Hagel gets to work. When he's done, talk to him. Felt gets browbeaten into learning blacksmithing, allowing you to use weapon synthesis!

At this point, Noin rejoins the party. You're off to parts unknown!

The cliff outside the cavern leads up to a misty bridge, and a tempered boulder blocks further progress west. Thankfully, all you need to do now is cross that bridge and enter Hagel's house. After an unnerving fanboy moment, he agrees to



EPISODE 6: Assassin in White

EAST COAST HIGHWAY

ENEMIES	ITEMS	TREASURE CHESTS
Zombie Puni Banshee Vulture Cacto	Nue x2	Ice Age Blue Mana

TIP

The Zombie Puni is new, and it continues to be a pain for most of the rest of the game. When it swells up, kill it before it can launch its Putrid Breath. If that goes off, it hits a character five times, with a chance of causing Poison or Attack Down with each hit.



This is a quick stop-off before you reach the continent proper. Climb the cliff near the dock to snag two Nue, then check the east side of the area for two treasure chests. One contains the Ice Age Key item, and thus the recipe for Bomb Ice. The other

contains a chunk of Blue Mana. With that done, all that's left to do is head north.

MAX'S CAMP

Have a nice chat with Max. East of his tent, you find a small clearing with a treasure chest. It contains the "The Life" Key item (which has the recipe for the Eite Liqueur), and a helpful merchant. He's selling, among other things, the Belkhyde Key item, and thus the recipe for the Belk Blackbelt. Don't miss either item.



MERCHANT, MAX'S CAMP


ITEMS	COST
Belkhyde Key Item (Belk Blackbelt)	800
Gradin Cape	800
Ale	90
Ice Stone	280
Phoenix Quill	310

When you leave the campsite, you can reach two new destinations: the Onuki Cave and the West Sessier Plain.


ONUKI CAVE

ENEMIES	ITEMS	TREASURE CHESTS
Maxwell Totem	Silver Legien* x5 Shadow Stone* x5 Red Legien* x8 Dem Ore* x7 Moon Stone* x6 Moon Stone* x5	—

* Can only be gained through refining



TIP



A frightening cross between a clown, a mime, and a ghost, the Maxwell can toss a giant ball at you with its Face! skill. This can inflict Knockback.



As one might expect from a mine shaft, there's plenty of mining to be done here. Bring all the Flay Hammers you can spare.

As one might also expect from a mine shaft, a recent cave-in has blocked passage through here. For right now, unless you're really interested in the local item supply, this is a bit of a wasted trip.



WEST SESSIER PLAINS

ENEMIES	ITEMS	TREASURE CHESTS
Thief Rogue Mercenary Master Thief Falcon Hawk	Dry Glowgrass Glowgrass	Crystal 101 Yellow Mana Niv Tiara



TIP



The Thief can use Reinforcements to leave briefly, then come back accompanied by two more Thieves. His buddy, the Mercenary, can slice up two characters at once with Thrash or Blast, while the Master Thief may opt to use Herbs to heal himself or others.




This is another “crossroads” dungeon. It's most notable for the other locations you can access by passing through here. The southern exit leads to Fort Zeyung, while the eastern path takes you into the Sessier Forest.

When you first enter the plains, hop onto the ledge west of your entry point and follow it around to a hidden treasure chest. Open it to find Crystal 101, a tome that contains the instructions for making valuable Red Crystals. Nearby, you can feel your way blindly through the underbrush to a hidden path. It leads you to a small clearing, where a Niv Tiara in a chest can be found.


Also be sure to grow all the sprouts you can find here. They all furnish you with Glowgrass and Dry Glowgrass, which are important alchemical components.

SESSIER FOREST

ENEMIES	ITEMS	TREASURE CHESTS
Poisonous Fungo Parafungo Puni Rider Witch Fungo Fungo King	Glowgrass	String 670 Cole



TIP



Everything in the Sessier Forest can hit you with Poison status, so equip those Niv Tiaras. The Puni Rider can use Magic Powder to invoke a healing time effect, and Parafungos are fond of a skill called Mushroom Salsa, which damages and Paralyzes the entire party.



Head east into the forest. The first map is a spiral-shaped path through the underbrush. Head back west at the intersection for a chest containing 670 cole, while the eastern path brings you deeper into the forest.

THE RISE AND FALL OF THE FUNGO KING



One of the random encounters in the Sessier Forest involves this dapper fellow, the formidable Fungo King. He's not particularly dangerous; his main attacks include a bodyslam that inflicts Sleep, and the Royal

Shroom Dance, which damages the entire party and lowers their Attacks.

The problem is, simply, that he regenerates 999 HP every round on his turn, and his Speed is astonishingly high. To defeat the Fungo King, you must damage him faster than he can regenerate, which is almost impossible at this point. The obvious solution is to chain-combo him to death, but you simply don't have the Speed or damage potential for that right now; he's just too fast. If you see him, run.

Later, you can come back and pick on the Fungo King. Beating him yields no special items, but he carries a whopping 1,500 cole.



Go north to find a treasure chest containing String, which is more exciting than it sounds. The path continues east, past a locked gate and several sprouts. Grow the sprouts for Glowgrass and some useful crystallized

Poison elements. However, the path dead-ends at an empty dock, near a golden treasure chest. You have no choice but to backtrack.

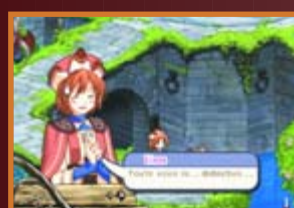
At a clearing to the southeast on the second map, below the campsite, you once again encounter the Mysterious Girl. She's fallen prey to the local wildlife, though, and you wind up in a slugfest with a Poisonous Fungo and two Parafungos. Equip Aroma Talismans and Niv Tiaras before the fight to defuse a lot of their offensive abilities, freeing you up to pound them silly.



Once you win, you're returned to Max's camp with a new mission: Find a more powerful Poison antidote than what you have on hand. For a clue as to where to start, talk to Hagel.



MEANWHILE, IN EDEN



After you've rescued the Mysterious Girl, switch back to Viese. There's a girl named Klavia in western Noir, across from Yach's general store. Go speak to her.

Hagel's advice is to follow a peddler to Fort Zeyung. If you've been here before, you know the gate's firmly shut. However, now you find the peddler, stuck outside the gate and unable to sell his wares. He's happy to sell them to you, though, and that includes the Antidote Guide, a recipe for making Cure Jars.



Go camp somewhere and switch back to Viese. All you need to make a Cure Jar is a Heal Herb and some Wonder Grow, so you should be set. Mix one up, and you automatically switch back to Felt.



Return to Max's tent at Max's campsite, then talk to Max and go back inside. After some plot-thickening dialogue, try to leave the campsite. You learn the girl's name: Fee. Noin leaves the party, and Fee joins.



MEANWHILE, IN EDEN



When Fee joins the party, switch back to Viese and go talk to Klavia for a second time.



You can return to the dock in the eastern Sessier Forest. With Fee in tow, you'll find a boat there, which takes you across the lake to Altena Forest.

EPISODE 7: Gardo

ALTENA FOREST

ENEMIES	ITEMS	TREASURE CHESTS
Archer Wolf Hammerhead Fly Trapper Caterpillar Puni	Nue* x4 Nue* x3 Nue* x3 Aihie Fungo* Aihie Fungo* x3 Aihie Fungo* x2 Aihie Fungo* x2 Aihie Fungo* x2 Dry Glowgrass* x3 Dry Glowgrass* x3 Dry Glowgrass* x2	Totem Shield Aroma Talisman Experiment

* Can only be gained through refining

TIP

The Hammerhead can do a lot of damage and has a ton of LIFE, making it a natural combo target. Watch out for Caterpillars, who use Web Shot to lower the entire party's Speed, and the Fly Trapper's Poison attacks.

TIP

A lot of these items require Yugdore Water or Fairy Tea to access, so you can't get them on your first trip through. For the Nues, grow the saplings on the west side of the northernmost map; for the Aihie Fungos, grow the thickets on the north side of the first map after the lake, or the thickets near the dock.



Go east, and find a few sprouts to the south of a campsite. Approaching it causes Gray to leave the party; visit the lake to the north for an unfortunate encounter with Chaos.

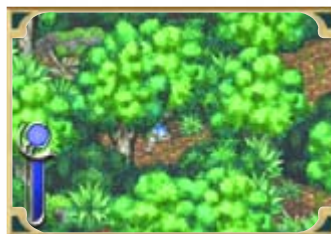
This is another crossroads "dungeons," but it has its own treasures. On the first map, follow the southern path to find a few thickets and sprouts, one of which can be watered for Dry Glowgrass.



Don't try too hard here. Chaos uses the Crimson Resist time effect to continually increase all his stats, and around his third turn or so, he levels both Felt and Fee with Crimson Flash. There's not much you can do about it, but Gray appears to save the day.



Work around to the east side to find a chest containing a Totem Shield, then go northeast to find a few thickets. Later, you can come back and grow these thickets to get some Aihie Fungo.



With that done, go back to the west and leave. Feel your way through this map to the north, although there's a semi-hidden path to the west that leads to an Aroma Talisman. Keep going north, and you stumble across a chest on a cliff face; open it to find the Experiment, a guide to creating Lota Cakes.

Finally, head east from that chest, and at long last, you reach the Altena Church.

ALTENA CHURCH

ENEMIES	ITEMS	TREASURE CHESTS
—	—	Healing Skills Gravity Stone

Enter the church to meet Eizlen. Follow her down the secret passageway, but don't pursue her at every opportunity. Explore the side tunnels to find treasure chests containing a Gravity Stone and the Healing Skills Key item, which teaches you how to make Heal Jars.



At the bottom of the stairs is a golden gate. Opposite it is a doorway leading to a teleporter. Use it to meet and converse with Yuveria.

Afterward, teleport back to the church and, once again, speak with Eizlen.



One of the nuns in the church's main room is doing double duty as a shopkeeper. Be sure to sample her wares, as she offers the valuable Botany 101. It contains the recipe for Yugdore Water, which can be used to make saplings blossom.

ALTENA CHURCH SHOP

ITEMS	COST
Botany 101 (Yugdore Water recipe)	900
Moon Stone	60
Wax	10
Flour	30
Mini Pendelook	250
Dragon Bone	1,800

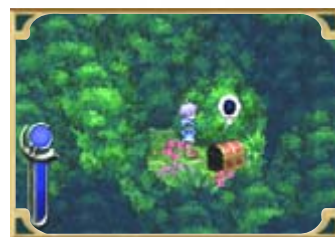
MEANWHILE, IN EDEN

Make the Yugdore Water and Heal Jar. Creating the latter triggers a visit from Melona, who drops off two Moon Stones.



Leave the Altena Church to open paths to Onuki Cave, the Wetlands, and Altena Church (E). The latter locale takes you to a new map, the North Grand Plains. It's off-limits for now, as the bridge is out, but there's a hidden treasure here. Investigate the southern foliage near the butterfly to find an Illusion Bracelet, a valuable accessory for Gray.

Your next stop should be the Wetlands.



WETLANDS

ENEMIES	ITEMS	TREASURE CHESTS
Ice Puni Baphy Floating Fish Witch	Pure Water Moon Stone* x8	Mystic Beast

* Can only be gained through refining

TIP

The Witch usually serves as a medic for any group of enemies she's with, using Heal to restore their LIFE. Punch her ticket straightaway. The new arrival, Baphy, likes to use a really vicious multihit Dark attack called Shadow Edge.



The first map is a straight line. The second is where things get complicated, but you'll mostly be heading west.

Go east to find a boulder. It's blocking the eastern path, so for now, backtrack west and check the barrel for Pure Water.

Keep going west at the intersection, and at the end of a long path, you find a treasure chest containing the Mystic Beast Key item. Reading it reveals the recipe for Basilisk Eyes.



Keep following the path, and along the way, you stumble across a boulder that can be mined for Moon Stones. When you hit the wall to the north, turn east. It sends you smack up against another boulder, unfortunately, so turn north. You find the workshop's entrance, and Felt can take over from here.



EPISODE 8: Rebirth of Fire

NOIR

You need to go talk to Kreuz, but first, stop by Yach's shop. He's now offering The Light for 300 cole. Snatch it up—it teaches you the recipes for the Flame and the Glow Lamp.

As you leave Noir, note the appearance of the Scarlet Temple on the world map.



The Scarlet Temple itself is along the side of the road. To make a pact with Uru the Fire Mana, all you have to do is go inside. Viese takes care of business, and you get a Fire Gem to commemorate the occasion.

NOIR



Equipped with information and Uru's patronage, head back to Viese's workshop to synthesize the Flame and the Glow Lamp.

With the latter item in hand, you can finally see what's going on inside Noir's forebodingly dark Historical Society. As it turns out, though, there's not an amazing amount happening. Check the relief against the back wall, and look at the middle display case against the north wall to find the Workshop Map. Note the silver treasure chest; rest assured, a day is coming when you'll be able to open this thing.



You've done all you can for now. Head back to Viese's workshop.

EPISODE 9: Heroes Confinement

NORTH GRAND WOODS

ENEMIES	ITEMS	TREASURE CHESTS
Baby Pig	Yadok Fungo* x2	Illusion Bracelet
Harpy	Yadok Fungo* x3	Blue Mana
Puni	Yadok Fungo* x2	Instruction Manual
Red Puni	Aihie Fungo* x4	Fresh Glowgrass
Gunner	Aihie Fungo* x5	980 Cole
Heavy Metal	Urob*	
Sorceress	Foul Water	
Master Pig	Spoiled Meat x2	

* Can only be gained by refining



Stop by Eden Temple, chat with Kreuz, and pick up Iris. If you aren't already in the habit of doing so, be sure to talk to Lutanus, too. She often offers new tips and insights into the game's setting.

SCARLET TEMPLE

ENEMIES	ITEMS	TREASURE CHESTS
—	—	Red Mana x2

Poe's antics notwithstanding, go directly across from the Temple's entrance to find a chest containing Red Mana. There's a second, identical chest all the way at the end of the path, among a couple of Fire element clusters.



TIP

Sorceresses can be a real handful. They tend to use Tornado to damage the entire party and inflict Knockback. More rarely, they drop Shockwave to inflict Lightning damage and possibly Paralysis.

NOTE

Encounters in the North Grand Woods drain the Encounter gauge by two-thirds, instead of the usual fifth.

When we rejoin our heroes, we find that the bridge into the woods has been fixed. If you haven't already, take the Illusion Bracelet from the hidden chest to the south, then cross into the woods proper.

Go north to find a few sprouts around a campsite; you can grow them for Yadok Fungo. A bit farther north, you find three treasure chests. In order, they contain: 980 cole (with thickets nearby), Blue Mana, and the Instruction Manual, a handy guide on creating a Silver Crowbar. There's also another scalable cliff to the northeast.



With those treasures in hand, loop around to the eastern path and head southeast. If you're on the right track, you should find the luckless Poe, who's been captured by the soldiers of the Puni Liberation Front. In exchange for his release,

they want a Pearlberrry as ransom, and you can find those in Parnaky Cave.



One screen south from Poe and his captors, you find a small supply cache, which you can raid for Foul Water and Spoiled Meat. A bit farther south, a few soldiers block the road. You can't get past them just yet, but you can sneak by them to a small island, where you find some more Yadok Fungo and a chest containing Fresh Glowgrass.

This place is more or less cashed. It's time to head north to Parnaky Cave, and see what there is to see.

PARNAKY CAVE

You won't be able to get too far into the cave at the moment, as recent cave-ins have blocked several tunnels. Talk to the Puni near the entrance, then beat it.



FOREST OF OCEAN MIST



Noin's standing just inside the Forest's entrance. Talk to her to receive the My Ultimate Bomb Key item, which teaches you how to make the Mega Flame. This handy superbomb allows you to destroy stone boulders. (However, it won't do a thing

against *tempered* boulders, such as the one near the end of the Holy Path. It will be a while yet before you can take those out.) Noin also rejoins your party.

Switch to Viese and synthesize the Mega Flame. You can now go on an explosive tour back through Belkhyde.

You can easily clear the path through Onuki Cave now. While you're at it, you can reach a treasure chest containing the Liquidification Key item, and thus the recipe for Silver Acid. You still can't reach some of the treasures in here, so again, you're forced to come back later.



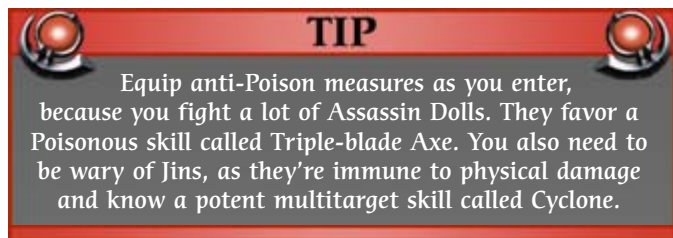
You can also return to the Wetlands and detonate the two boulders you've seen here. One of them bars the way to two Silver Legien, while the other leads to a chest containing the Yugen Diary vol. 2.

Most importantly, however, your new bombs allow you to reach the interior of the Parnaky Cave. Mana Synthesize a few more bombs if you feel the need, then head back that way.

PARNAKY CAVE

ENEMIES	ITEMS	TREASURE CHESTS
Sorceress Zombie Puni Totem Maxwell Assassin Doll Master Puni Heavy Metal Jin	Shadow Stone* x4 Moon Stone* x7 Red Legien* x8 Shadow Stone* x7 Red Ore* x8 Shadow Stone* x5	Paper Skills 810 Cole Ice Brand

* Can only be gained by refining



TIP

Equip anti-Poison measures as you enter, because you fight a lot of Assassin Dolls. They favor a Poisonous skill called Triple-blade Axe. You also need to be wary of Jins, as they're immune to physical damage and know a potent multitarget skill called Cyclone.



Use your Mega Flames to blow away the boulders, then head north to open a treasure chest. You receive the Paper Skills Key item, and with it, the recipe for Magic Paper.

South of the treasure chest, you encounter the Puni

Professor. Listen to his wisdom and proceed to the cavern's southern corner. Blow open a side tunnel opposite this exit to find an Ice Brand, then proceed into the second map.

Open the treasure chest here for 810 cole, then follow the southern path around the edges of the room to find one of the workshops. Your characters go inside and take care of business.



MEANWHILE, IN EDEN



Reactivating the workshop in Parnaky Cave causes the Dour Tree to reappear in Marmel Forest. Go check it out; for this episode only, it's surrounded by clusters of Wood elements and one cluster of rare Life elements.

For the rest of the game, visit the clearing and grow the local saplings for Nues.



With that done, return to where you talked to the Puni Professor. It's boss fight time.



Boss Fight: Sand Dragon

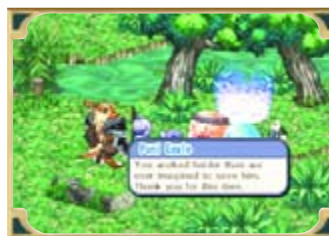
The Virum Zombie is a tough opponent, but it's something of a one-trick pony. Use a Niv Tiara to nullify the Poisonous component of its Foul Bite attack, then bring out Fee and Noin to exploit the Zombie's relative lack of Speed. It's slow enough that you can stun it with relative ease, and it has enough LIFE that it can withstand the longest chain combos you've got to offer. Use Fire-based attacks for a little extra damage, and keep Gray up front to absorb the brunt of the Zombie's attacks.

Buff up your lead character's Defense and D Res. Between Death Breath and Dark Mist, you'll be taking a lot of Dark damage and more than a few doses of Defense Down.



You receive a Dragon Horn for defeating the Virum Zombie. Now, you can use Yugdore Water on the saplings in the back cavern to receive Pearlberries. Take all you can, as these are useful in a few syntheses.

NORTH GRAND WOODS



Return to the Puni Liberation Front's campsite and purchase Poe's freedom. He gives you the Mana Power book, which provides handy recipes for Uru and Nymph Cores. He also joins the party.

EPISODE 10: Into the Mist

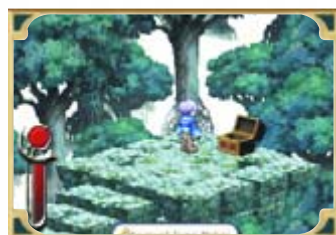
FOREST OF OCEAN MIST

ENEMIES	ITEMS	TREASURE CHESTS
Wolf Hammerhead Wood Golem Vine Trap Caterpillar Roc Bugbear Were Cat	Puniball Phoenix Quill Yadok Fungo Shadow Stone x2	Town History Glowing Mana Magic Pipe Black Mana

TIP

The Were Cat's fast and does a lot of damage, but it's most notable for the fact that it drops Sound elements. Meanwhile, the Roc has a nasty habit of inflicting lots of Knockback, and the Bugbear's skills carry a high risk of Paralysis.

As you go east through the fog, note the cliffs to the north. One of them, yet again, requires a Grappling Hook to scale. There's nothing to be done for it yet, though. Keep going east until the path turns north, through the fountain square, into a more rocky area.



You find lots of items and a lithograph here. Keep heading east to find a campsite at the center of a four-way intersection. To the north, find a chest containing the Town History book (and the recipe for Divine Shields). West of the campsite, there's a chestful of Glowing Mana.

MEANWHILE, IN EDEN



Grab some Sound Elements from the Were Cats in the Forest of Ocean Mist, then go back to Noir and talk to Klavia. If Viese has around 18-20 Sound Elements, her second conversation with Klavia is triggered.



East of the campsite, you find a number of platforms that you can ride across the gaps. Ride one east, then go three platforms south to find a chest containing a Magic Pipe.

Continue to explore this area. If you check out the

southern platforms, one has a bag of two Shadow Stones. Another's sporting some Yadok Fungo. Once you've scooped those up, go north. There's a workshop at the end of the road, as well as a treasure chest. Open it for Black Mana.

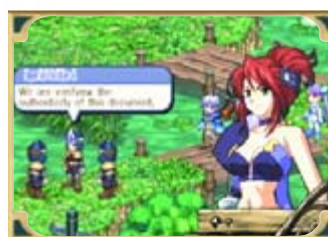
MEANWHILE, IN EDEN

Once you've activated the workshop in the Forest of Ocean Mist, Viese can visit the Aquitto Spring in southwestern Eden. But the local Mana isn't there right now, so it's a bit of a wasted trip.

You have to leave the forest the old-fashioned way, as Return Gems won't work at the moment. That's because an old friend of Noin's is waiting in the woods outside the fountain square. She gives you Tolena's Letter, then sends you on your way.



NORTH GRAND WOODS



With Tolena's Letter, you can get past the guards who were blocking the southern road, with or without Noin. They need some time to think it over, though, so go crash at your campsite.

EPISODE 11: The Blood of an Alchemist

NOIR



Go upstairs and talk to Iris for a Heal Herb. When you go downstairs, you get a new letter from Felt. Try to leave, and you get this episode's marching orders.

If you've got at least 40 Sound Elements and you've seen two scenes with Klavia, talk to her again for a third.

AQUITTO SPRING

ENEMIES	ITEMS	TREASURE CHESTS
—	Moon Stone x2	Blue Mana Dark Mana 750 Cole

Open the treasure chest for 750 cole, then grab the bag of Moon Stones and head east to find Blue Mana inside a treasure chest. Go south to cross the vine bridge, then navigate the maze in a generally southern direction. Find Dark Mana in a treasure chest on Jiptus's holy ground, and a lithograph to the north.



When you find Jiptus, she offers to make a pact with you if you can translate the stone lithograph. This requires a little extra study.



MEANWHILE, IN BELKHYDE



If you haven't already, revisit the Wetlands with a Mega Flame in hand. Use it to destroy the boulder near the workshop's entrance, which allows you to open a treasure chest and get the Yugen Diary vol. 2.

NOIR



Talk to Yach. He accepts the Yugen Diary vol. 2 in exchange for Yach's Notes, which teach Viese how to make Rainbow Cloth. You need a Pearlberrry and a Cure Jar to make one; if you don't have the former item, head back to Parnaky Cave in Belkhyde and pick a few.

Thus armed, go back to the workshop and fabricate a Rainbow Cloth.



LITHOGRAPHS AND YOU: A PRIMER



You've seen quite a few lithographs before now, scattered around both Eden and Belkhyde. With the Rainbow Cloth, you can now read the untranslatable runes inscribed on each one.

If you were expecting the lithographs to convey profound cosmic insight, you're out of luck. Each one contains a brief homily on the nature of one of the alchemical forces. Individually, reading them doesn't do much for you.

Reading them all is well worth your time, however. If you track down and read all 14 lithographs, you receive a special Key item and recipe when you read the last one. Once you've used a Rainbow Cloth on a particular lithograph, it stays translated for the rest of the game.

Up to this point, you've seen lithographs in Eden at the Marmel Forest, the Scarlet Temple, and the Aquitto Spring. In Belkhyde, return to Agito Cove, the Great Desert, and the Forest of Ocean Mist.

AQUITTO SPRING



Read the lithograph near Jiptus's holy ground, then go speak to her again. Viese makes a pact with her, and receives the Poison Gem.

To complete this episode, return to Viese's workshop. Iris gives you a Heal Herb as a gift.



EPISODE 12: Capital City Grand

NORTH GRAND WOODS

No matter where Felt was at the end of Episode 11, he's back at the North Grand Woods campsite when you start Episode 12. Go south and talk to the guards. They grudgingly let you into Grand City.

GRAND CITY



Grand City is a nice place, really. The little red shop in the center of the town square is the Magic Shop. Stop by to talk to the shopkeeper and receive a subquest: Save Claire Village from the dragon that's terrorizing it. She runs off and closes her store shortly thereafter.

GRAND CITY SHOP

ITEMS	COST
Totem Shield	1,200
Graden Salt	50
Yadok Fungo	60
Aihie Fungo	400
Goat Milk	50
Flour	30
Red Wine	400

Go one screen east to meet Theresa Marvel on the bridge, and two screens past that to meet Duvine in the Grand City Park. He's looking for the most beautiful women in the world, and he's prepared to offer the Book of Hermes as a reward.



Fee qualifies by Duvine's standards, but you need another girl. Fortunately, you've got an unwitting volunteer. Go give Theresa a Moon Stone (you should have some if you've been doing any mining), some Goat Milk (available from the shop in the town square), and Noin. Go back to Duvine and await the results.

After the smoke clears, you have the book. Return to the café to reacquire Noin, then go camp out. Viese has some synthesizing to do.



FINALLY: A KEY!



Learning how to make the Key of Hermes opens up all sorts of doors throughout both Eden and Belkhyde (no pun intended).

The most important of these doors may be the one beneath Eden Temple. Open it and venture within. The small complex underneath the temple contains a lithograph with a Stone inscription; a silver treasure chest containing the Lost Item, a book that has the recipe for Meteors; four different places to mine Gravity Stones; and the holy ground of Diemia, the Stone Mana. Diemia gladly hands over the Stone Gem and makes a pact with Viese in exchange for a Glow Lamp.



Other silver treasure chests that you've seen before and can now go back to unlock include:

- Eden, Viese's workshop: No Name 1 (Uni recipe)
- Eden, Noir Historical Society: Lumlia the Knight (Blue Bracer recipe)
- Belkhyde, Desert: Angel Feather
- Belkhyde, Grand City Park: Mana Power: Power (Zuvelk Core recipe)



Once you've finished your frenzy of unlocking, leave Grand City. Doing so opens two new paths, to the Mist Canyon and Grand Highway.

GRAND HIGHWAY

ENEMIES	ITEMS	TREASURE CHESTS
—	Yadok Fungo Pure Water x2	Manners 101



You can explore the Grand Highway without fear of monster attack. Check the two barrels under the windmill for two bottles of Pure Water, and check the crates on the south-western path to find some Yadok Fungo. A treasure chest near the

Highway's southern exit contains the runaway best-seller Manners 101, which teaches *you*, the reader, how to make Comet Gems. Note a tempered boulder directly south of your initial entry point.

Right now, the most notable thing about the Grand Highway is that it lets you go to all manner of places, but most of those places are off-limits somehow. Leaving via the southern exit takes you to the Dark Forest (Entrance), but Felt won't go very far into that area before wanting to leave again. If you leave to the west, you find the Imperial Camp, which is too lousy with soldiers for you to get very close.



The eastern exit unlocks a path to the Dragon's Nest... where you do not really need to go yet.

There's no help for it. Let's go check out the next dungeon.

MIST CANYON

ENEMIES	ITEMS	TREASURE CHESTS
Hammerhead Caterpillar Sr. Mountain Pig Zombie Puni Roc Stone Golem Baphy Sorceress Giant Puni Were Cat Hell Kitty	—	The New Element Lightning Brand



TIP

The Giant Punis use Head Slam the same way Red Punis used Puni Drop, to leave the fight briefly before smacking you. In a similar vein, Sr. Mountain Pigs can Burrow out of sight for a turn, then reemerge for a powerful Physical blow.

This is another crossroads “dungeon,” mostly notable for what you can find along the way. In the first area, climb up the cliffs and enter the small cavern to find The New Element inside a treasure chest. This provides the recipe for the potent Diselement Mana item.



If you proceed to follow the southern path, cross the rope bridge here and open the treasure chest to find a Lightning Brand. Thus equipped, proceed south-southeast, and you reach Claire Village.



MEANWHILE, IN EDEN

If you have at least 48 Sound Elements and have seen the previous three scenes with Klavia, switch back to Viese and leave the workshop. You run into Klavia and the Sound Mana, Siren, who happily makes a pact with Viese.



CLAIRE VILLAGE

Enter the first house you see and talk to the old woman. The party breaks up.



As Felt, go talk to Fee to hear about another workshop in Nelvia. She joins you. Visit the other house in town to find a chest containing a Comet Stone, then explore a bit. Mine Red Legien and Silver Legien from the boulders on the west side of town, use Wonder Grow on a sprout near the houses to find a rare Air Element crystal, and check to the northeast to find a giant, locked golden gate.

The good times rapidly end when you talk to Gray in the southeastern clearing. Once you do, Ardgevald shows up!

He promptly wipes the floor with you. Don't you hate it when that happens?



Your characters conclude that they aren't powerful enough to deal with Ardgevald yet. They have to train at the Dragon's Nest before they stand a chance.

First, though, let's visit the Cleft of Nelvia and reactivate the next workshop.

SPRING OF NELVIA

ENEMIES	ITEMS	TREASURE CHESTS
Falcon Hawk Vulture Shadowgirl Master Pig Mana Cluster Puni Red Puni	Comet Stone* x2 Dragon Bone* x2 Silver Legien* x7 Phoenix Quill	Slaith Fashion

* Can only be gained by refining

TIP

Mana Clusters run away given the slightest provocation, but Felt can dispatch them for a huge number of elements. The type is determined by the Mana Cluster's coloration, but it's usually Lightning, Water, or Life.

Shadowgirls are the most dangerous enemies in the Cleft, as they can heavily damage the entire party at once with Mega Sound Wave. More than one Shadowgirl in an enemy party usually ends in serious pain.

Open the silver treasure chest near the hunter for a copy of Slaith Fashion, complete with its cover story on how to make Silver Armor.

Go around the bend, enter the cavern, and do some mining. The rocks here yield valuable items such as Comet Stones and Dragon Bones, which you can turn around and sell in Noir for a high profit.



Once you're outside the cavern again, climb the cliff to find a bag containing a Phoenix Quill. This is one of the few places where you can find a reappearing Phoenix Quill, so take note of it.



Cross the next bridge to find a cabin. The hunter guarding the back door lets you past in exchange for six Phoenix Quills. (One wonders if he's taken a good look at who he's trying to extort.) If you don't have that many quills

on hand, you can either hunt the local bird population until you get the required amount, buy a few from the merchant at Max's Camp, or leave and reenter this area to farm the Phoenix Quill that appears on the other end of the bridge. Be sure to steal the extortionist's Dark Mana out of his treasure chest.

Whatever you wind up doing, bribe the hunter and move onward to activate another workshop. This one causes Weathervane Hill to reappear back in Eden, although it's mostly inaccessible at present.

With your old business taken care of, it's time to settle your score with Ardevald.



DRAGON'S NEST



Speak to the Dragon Keeper to unlock the Battle Arena. Gray's old master pits you against a wide variety of creatures from all over Belkhyde, but first, you have to prove your worthiness by competing in the Dragon's Trial. This consists of five battles, each one pitting you against different types of draconic monsters. Beef up your F Res stats before you start.

ROUND #1



This pits you against two Salamanders and a Virium. Drop Poe's Refuel Shot at the first opportunity, then take out the Salamanders first. With them gone, the Virium is one big chain combo target, but watch out. He powers up for one

turn, then roasts the entire party with Flickering Flame.

ROUND #2

This changes things up by pitting you against two Basilisks and a Virium. Deal with the Virium in the same manner as the last one, but the Basilisks can be a problem. Watch out for their Poisonous attacks, and try to take them out before they can use Petrify to raise their Defense.



ROUND #3



Two Basilisks and two Salamanders confront you during this bout. They're smaller, which makes it easier to tear into them with area-effect skills. Try using Ice Bombs or Ice Breath, and try to drop the Basilisks before they can

Paralyze your entire party with Stone Breath.

ROUND #4

This bout features a single Uni Virium. He's a big, slow combo target. Stun him and take him apart with Charge Attacks and high-powered skills.



ROUND #5



You fight an Elder Virium in the final round, and he's a worthy adversary. His Paralyze Bite could easily take out low-LIFE characters such as Fee or Poe with one hit, and his Tera Flame can heavily damage the entire party. Keep Gray, Felt, and Noin (in that order) out for this fight, and hedge your bets with Refuel Shot. Keep using Heal Wind to restore lost LIFE, and rack up damage with chain combos whenever possible.

Tera Flame costs the Elder Virium a lot of space on the active time meter, so after he drops that, come in with a Break Attack and press your advantage.



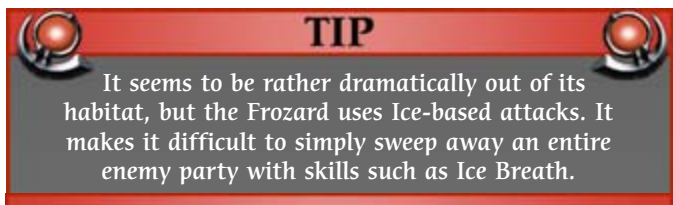
Defeating the Elder Virium earns you three vials of Dragon Blood. Gray also learns the passive skill Dragon Slayer.

Keep checking back at the Dragon's Nest as you reach new episodes. More challenges are constantly being unlocked.

LAILZATT CAVE

ENEMIES	ITEMS	TREASURE CHESTS
Vulture Mana Cluster Salamander Basilisk Frozard	Graden Salt x2 Nue x3 Red Legien* x7 Silver Legien* x6 Red Legien* x8 Comet Stone* x2 Silver Legien* x6 Dragon Bone* x2 Dragon Bone* Red Ore* x8 Red Legien* x8	Dragon Bone Book of Uroborus Fire Brand

* Can only be gained by refining



If you wanted to, you could head straight north and get to Ardgevald's lair in no time. There are treasures about, though, as befits a dragon king, and it would be silly not to pillage them.

As you enter, search the cave's west side for a chest containing a Dragon Bone, and slightly above it for a silver treasure chest. Inside the silver treasure chest is the Book of Uroborus, a helpful tutorial to creating valuable Uroborus Pills.



The southwestern corner of this first map hosts a bag of three Nues, and just north of it, you can mine a couple of rich veins. One contains Red Legien, the other, Silver Legien.

Once you've robbed this place blind, go north. The second map's southeast corner has more rock formations you can hammer on. They yield Comet Stones and Silver Legien. Scoop that up, then go north a bit to find a silver treasure chest.

Unlock it to find a Fire Brand, which comes in handy *very* shortly.



The southwest corner is likewise rich in minerals. Bring some Flay Hammers and set to work; you can grab Red Ore, Red Legien, and Dragon Bones from this area. Once you do, though, you're out of excuses; it's time to go confront the dragon. Head north, camp, save, and head straight into the dragon's lair.

Boss Fight: Ardgevald

Ardgevald is intimidatingly big. Keep Fee and Poe out of this fight, except at the beginning so Poe can use Refuel Shot, and equip Gray, Felt, and Noin with accessories that protect them against fire and lightning. Your Fire and Lightning Brands are excellent. Avoid equipping Gray with a weapon that inflicts fire or electrical damage.



Ardgevald often opens with Volcano Breath, a multihit fire attack that, if it's effective against a character, also lowers his or her Defense. Ardgevald also uses Dragon's Wrath, a fusillade of lightning bolts that does serious damage to one character, or minor damage to two. His Royal Dragon Cry can damage the entire party and lower their elemental resistances.

Volcano Breath is his most taxing attack, and after he uses it is the best time to try to stun him. With Dragon Killer, your best way of damaging Ardgevald is to work Gray's multihit skills, such as Shredding Dragon, into a chain combo.



When you drive Ardgevald off, you receive a Dragon Shield. Return to Claire Village and talk to the old woman. She rewards you with 2,000 cole.





EPISODE 13: Imperial Camp Capture

GRAND CITY



Now that Ardevald's out of the picture, however temporarily that happens to be, the Magic Shop in Grand City is once again open for business. Conveniently, you're back in town, so stop by. The proprietor offers the Magic

Snack and Book of Troth Key items for sale, both of which are vital to your success. Stock up on Tingleberries too.

After you've purchased those, go next door and buy some Red Wine, so Viese can make you Manatinis.

Grand City Magic Shop

ITEMS	COST
Magic Snack Recipe (Animal Cookie recipe)	800
Book of Troth (Manatini recipe)	2,800
Wax	10
Graden Salt	50
Tingleberry	100
Silver Legien	100
Shadow Stone	200
Ore	700

MEANWHILE, IN EDEN

Synthesize a batch of 12 Manatinis. Ten of them go to Yach, and the other two are for you. They're helpful Alchemy items with a useful Secret Factor. While you're at it, bake a batch of Animal Cookies.



IMPERIAL CAMP



Stop by here, and you see a mystical beast making ninnies out of the Imperial troops. Follow that rodent!

GRAND HIGHWAY



Returning here automatically returns you to the crossroads. The mystical beast from the Imperial Camp is sleeping in the dead center of the screen, amid the grasses. Feed it an Animal Cookie, and it agrees to be your guide through the Dark Forest.

DARK FOREST

ENEMIES	ITEMS	TREASURE CHESTS
Were Cat Virium Mana Cluster Master Puni Giant Puni Wood Golem	Super Nue* x2 Super Nue* Super Nue* x3 Tingleberry* x2 Tingleberry* x3 Tingleberry* x3	Yellow Mana 1,200 Cole

* Can only be gained by refining



The mystical beast shows you a new path as you enter. Grow the saplings and sprouts for Tingleberries and crystallized elements, then go up to the map's northern corner. A barely visible chest here contains 1,200 cole.

Take the southern road to reach the second map. Going west leads to a clearing full of sprouts. Most of them turn into Super Nues when grown, but one is a rare Dark Element crystal. When you're done botanizing, head southeast. You reach a cliff where someone left a treasure chest full of Yellow Mana. Help yourself, then leave via the eastern path. You'll unlock the road to the Hidden Village.



HIDDEN VILLAGE



You need to feed every mystical beast in the village an Animal Cookie to talk to it. Make sure you have plenty.

Speak to the village's elder, and Fee shares her plan with him. If you try to leave, you trigger a cutscene. Now you can return to the Imperial Camp.

Hidden Village Shop

ITEMS	COST
Manners 101: 2 (Magatama Cone)	3,900
Fairy Clothes	300
Fairy Hat	300
Magi Grass	10
Moon Stone	60
Pearlberry	300

IMPERIAL CAMP



You wind up in a no-holds barred slugfest with Galahad shortly after you enter. Before you challenge him, enter the tent to your right and grab the Ank and Green Mana out of the treasure chest.

Boss Fight: Galahad

He's a brick, and he's smart enough to target your weakest party members first. At this point, that means Fee and Poe. Don't bring Fee in here at all, and keep Poe around only long enough to use his Refuel Shot.



After that, this turns into a battle of attrition. The faster you can end this, the better off you'll be, as Galahad uses a time effect called Heaven's Light near the start of the fight. Every time Heaven's Light goes off, it

improves his Attack, Defense, Speed, and Magic. Without Heaven's Light, Galahad is slow and deals out damage a bit at a time with Justice Slash and Gaia Shake. With it, the longer this fight lasts, the more dangerous he becomes.



You do have the Speed advantage, though, which may be all the advantage you need. Have Felt and Noin continually Charge Attack to build up meter, then tear into Galahad with high-powered skills. Sucker

Kick, Raging Strike, and Shredding Dragon are all excellent choices, as you're going for pure damage here. It's hard to stun Galahad, but if you're going to do it, try doing so right after he invokes Heaven's Light.

EPISODE 14: For He Who Has Gone Off to Fight

EDEN TEMPLE



Go talk to Kreuz for a bit, and he allows you entrance into the inner library. When he leaves, open the treasure chest to free the long-imprisoned Faustus, the Dream Mana. In exchange, he forms a pact with Viese, and gives you the Dream Gem.

Ransack the shelves in the library. Check the top left shelves for a book on Alchemic History, which, at long last, teaches you how to make Grappling Hooks. Next up, read the books on the second floor of the library, in the left-hand shelves, to learn about Hexi Glass.



NOIR



Return to Viese's workshop. She does some research and comes up with Viese's Recipe. To make it, though, you need Hexi Glass. Synthesize a Grappling Hook, then head over to Weathervane Hill.

WHERE DO WE GET ALL THESE WONDERFUL TOYS?

Now that we've got Grappling Hooks, we can go back through the game and explore all manner of places we couldn't get to before, such as:

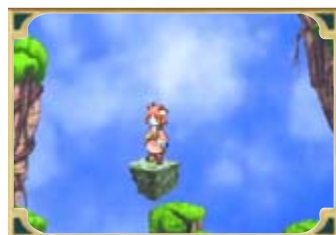


- Eden, Marmel Forest: Miracle Stone
- Belkhyde, Forest of Ocean Mist: Leneal
- Belkhyde, North Grand Woods: Mana Power: Lightning
- Belkhyde, Holy Path, mountainside: Anamanita's Diary
- Belkhyde, Holy Path, cliffside near bridge: Ice Brand

While you're in Belkhyde, if you go back to the Hidden Village, the mystical beast on the cliff by the elder's cave has moved. Now you can climb the hillside and reach a new cavern. Inside is a chest containing Blue Mana.

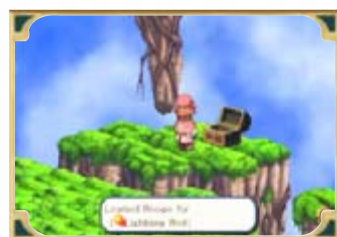
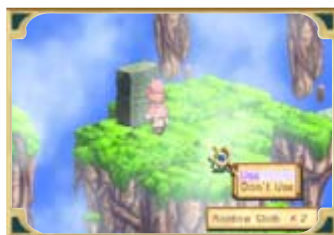


WEATHERVANE HILL



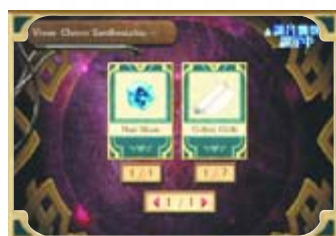
Use your Grappling Hook to climb the cliff. Weathervane Hill contains a lot of those moving platforms we saw before, in the Forest of Ocean Mist, but the path you take here is a lot straighter.

Along the way to the Air Mana's holy ground, you pass a treasure chest containing Green Mana; a lithograph with an inscription for Wind; rocks where you can mine Aeronium and Large Aeronium; and a treasure chest containing Glowing Mana. Speak to Silwest to get the Wind Gem.



There's a platform near the holy ground, to the north, that gets you back out of Weathervane Hill a little faster. It takes you to another treasure chest. Open it for the Storm Key item, which teaches Viese the recipe for Lightning Rods. On your way out the door, Silwest gives you the Hexi Glass you need.

NOIR



Return to Viese's workshop and synthesize Viese's Charm. Doing so ends this episode.



EPISODE 15: Beacon of Revolution

HIDDEN VILLAGE



Return to the Hidden Village. If you didn't already grab the Blue Mana from the cavern past the elder's cave, do so now. Otherwise, talk to the village's elder. This opens the path to Dark Forest 2.

DARK FOREST 2

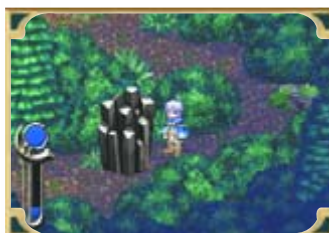
ENEMIES	ITEMS	TREASURE CHESTS
Giant Puni Sr. Mountain Pig Jin Sorceress Enchantress Mana Cluster Stonehead Legion Wood Golem Supreme Wolf	Pearlberry* x3 Pearlberry* x2 Pearlberry* x3	Neko's Work Dark Mana

* Can only be gained by refining

TIP

The Enchantress is a pain for the rest of the game. She often uses Refuel to heal her group, undoing all your good work. The best way to deal with a group that includes her is to Charge Attack a few times, then drop the Enchantress(es) with one or two high-powered skills.

Also watch out for the Stonehead, which charges up and unleashes a Stun Ray to Paralyze your team.



There's a small path near the first bridge. At its end, use a Grappling Hook to scale the cliff, where you find a treasure chest containing Neko's Work. This is a must-have, as it contains the recipe for Refuel, an item that heals your entire team simultaneously. Also note the tempered boulder here.

Once you cross that bridge, you're on the second map. Talk to Mitsue, who laments the presence of the tempered boulder she's standing near. Go east from her to find a treasure chest full of Dark Mana, a sapling you can grow for some Pearlberries, and the road that leads back to the world map.





Feed an Animal Cookie to the mystical beast to learn a hint about a hidden treasure chest elsewhere. He's talking about the Illusion Bracelet that's concealed near the North Grand Woods' western entrance, which we got already.



Post-brawl, head west. There are two exits here. One leads you back to Regenbogen, and the other, to the north, takes you to Alha Village. There's Flour by the latter exit, a chest with Dragon Blood near Regenbogen, and another chest with 620 cole along the side of the road.

SOUTH GRAND PLAINS

ENEMIES	ITEMS	TREASURE CHESTS
Harpy Heavy Metal Vulture Roc	Flour	Angel Feather Yellow Mana Dragon Blood 620 Cole



Explore the foliage to your left as you enter. It's a little difficult to find, but a hidden path through the underbrush leads to a silver treasure chest containing an Angel Feather.

If you keep heading west at this point, you eventually find a campsite, with a treasure chest full of Yellow Mana nearby. Save your game and tinker with your accessories a bit, because a boss fight is coming up.



ALHA VILLAGE

ENEMIES	ITEMS	TREASURE CHESTS
Neko's Work 2	—	—



There's a giant, locked golden gate in the center of town, but that's about the most interesting thing here. The Bomb Artist lives in the house at the back of town, near the "staircase" on the bluffs. If you climb that, you'll find a scarecrow and a treasure chest, complete with Neko's Work 2 (with a recipe for Heal Bulb!).

Go inside the house and talk to the Bomb Artist's daughter. He's out of town right now, but speaking with her triggers the appearance of a town crier outside. As you leave the Bomb Artist's house, you hear that Max has made his move against Fort Zeyung.



Saddle up! You've unlocked roads from Alha Village to the Imperial Base and South Lake Midgard, and entering the latter area is the fastest way to get from here to Zeyung.

SOUTH LAKE MIDGARD

ENEMIES	ITEMS	TREASURE CHESTS
Golden Puni Mini Puni Puni Puni Queen	—	Daza's Belt

Boss Fight: Puni Punist, Puni Princess, Puni Knight, Puni King



One screen west of the campsite, you meet Tolena again, as well as her self-appointed bodyguards.

The Puni King and Puni Knight are high-LIFE physical attackers, so they're a handful, but they can be defeated with basic tactics. The Puni King can do heavy damage to the entire group with Puni Breath, though he only seems to use that as a last resort.



The ones you have to watch out for are the Puni Punist and the Puni Princess. The Princess's Tiara Slash can do 120 damage to a single character, which can just ruin Fee or Poe's day, and her basic Puni Strike causes Defense Down on a successful hit. The Punist, similarly, can inflict Sleep and Attack Down. Take them out first, then slowly whittle away at the King and Knight.



If you go up onto the bluffs, you find the lithograph for Fragrance. If you stay at ground level and walk east, you find a docked rowboat and a golden treasure chest. Remember the latter location, as it is important later on.



The top of the bluffs has a bridge. Cross the bridge, then go west. Along the way, there's a treasure chest containing Daza's Belt in the underbrush. With that in hand, go back to the east, down the "steps," and leave via the northeastern exit.

FORT ZEYUNG

ENEMIES	ITEMS	TREASURE CHESTS
Imperial Footman Imperial Commander Gunner Relief Soldier Imperial Soldier Sorceress Heavy Metal Witch	Old Magi Grass x3 Pure Water x2 Pure Water x3 Goat Milk Ale Wax x3	Dark Mana Dragon Bone Illusion Bracelet Dragon Slayer Tales Yellow Mana

NOTE

Fear Bottles do not work while there are enemy forces in Fort Zeyung.

TIP

The Imperial Soldier and Footman have both been beefed up a bit since you fought them in the Great Lighthouse. The Soldier is particularly dangerous; his Chaos Lunge does little damage ordinarily, but he can raise his Attack with Victory Cry. Take out the Relief Soldiers quickly, before they raise their allies' stats with Booster or restore their LIFE.



You have to fight two Imperial Footmen before you can get inside. That's not a problem, but prepare yourself for some serious fights as you penetrate deeper into the fort. Check the rooms to the west for Old Magi Grass and Dark Mana, then try to

enter the main battlefield. You receive your marching orders: Find the Imperial Commander and kick his teeth in.



Head generally southeast, and you drop into the sewer system underneath the fort. Open the treasure chest for a Dragon Bone, then cross the bridge, raid the barrels for Pure Water, and go back upstairs. Going west, you find a campsite in the first room,

alongside some storage barrels. If you go north from here, you hit the boss. First, though, go to the next room over. A silver treasure chest here contains an Illusion Bracelet.

MEANWHILE, IN EDEN

Switching back to Viese while you're in Fort Zeyung can be a little jarring. Go outside her workshop for a scene with Melona and Coco.



When you're ready for a boss fight, head up the stairs in the room with the campsite. You wind up in a pitched battle with one Imperial Guard, two Imperial Support Soldiers, and the General.

Boss Fight: Imperial Support Soldiers, Imperial Guard, General



The Imperial Guard is more or less just there as a meatshield. Don't waste attacks on him. Instead, focus on dropping the Imperial Support Soldiers before they can drop Booster on all of their allies. Weaken both

Support Soldiers with Charge Attacks, then blast the lot of them with powerful area-effect skills like Poe Dynamite or Fire Breath.



The General is a little trickier to handle. Most of his skills cause Paralysis, and he can use Gnash for a powerful multi-hit electrical attack. Equip a few Aroma Talismans, then set him up for your most potent chain combos.



You win Blue Mana for taking the General down, and Felt automatically takes a Visa off his body. Go out onto the battlements using the office's west door, and open the treasure chest to get the Dragon Slayer Tales. The recipe contained within is

for the Dragon Fang Earring, a great accessory for Gray.

If you return to the battlefield on the first floor, you can now enter it. The side rooms contain a bag of Wax and some Yellow Mana.

Once you've spoken to Max on the far side of Fort Zeyung, rush back inside. You've got some old business to take care of.

Boss Fight: Chaos



Chaos, as he did before, uses Crimson Ambition early on. This stat-increasing time effect makes him more powerful and dangerous every time it goes off. End this fight quickly, or Chaos will build himself up to a point where you can no longer defeat him.



He has a high Dark resistance, so skills such as Gray's Flaming Blade do high damage. Otherwise, focus on doing as much damage as possible, as fast as you can.

Equip Illusion Bracelets to shorten the time between your characters' turns, and stun Chaos if you get half a chance. There's not much to this battle, but you are working within a time limit.

RIESEVELT

There's a brand-new marketplace on this side of the city, featuring two shops with brand-new Key items, a couple of brand-new alchemy items, and some useful accessories. Do some shopping while you have the chance, as when you're done here, you're going to get chased out of town again.



Worker, Riesevelt East Gate

ITEMS	COST
String	200
Frozen Rain	600
Wax	10
Nue	30
Aihie Fungo	400
Silver Water	500

Merchant, Riesevelt East Gate

ITEMS	COST
Mystical Beast Key Item (Crystaleavy recipe)	4,500
Hopes and Dreams (Sun and Wind Wing recipe)	5,800
Aroma Talisman	2,000
Niv Tiara	2,000
Magic Pipe	2,000
Phoenix Quill	310



Once you've stimulated the local economy, head to the Back Alley. After the fireworks, talk to the new bartender to learn your next step.

EPISODE 16: Burden of Royalty

FORT ZEYUNG



This is a short but sweet episode. Fee's standing outside the fort's west gate, where you forced entry during the previous episode. Speak to her to get her to join the party, then head over to the Altena Church.

ALTENA CHURCH



A long talk with Eizlen reveals certain secrets about Fee's background. The plot thickens. As a side effect, you're finally allowed to return to Riesevelt.

Head to Regenbogen via South Lake Midgard, and you can use the city's south bridge. Climb down the ladder along the way to find a silver treasure chest containing a Diema Ankh. From it, go west and ride the rowboat to the small island in the river. There, you find Green Mana and a mystical beast with a tip for you.





RIESE PALACE



When you enter this area after having spoken with the bartender at the Back Alley, you encounter Tolena. Noin fast talks her into letting you enter part of the palace.

The first room on the left contains two treasure chests. One's golden and locked, while the other contains the Intellect, an item with the recipe for the handy Philosophic Ash.



The third room on the left has a portrait on the wall. Inspect it to learn more about Fee. Finally, enter the room at the end of the hall to learn your next objective.



When you're done exploring, talk to Tolena and opt to leave the area. You automatically return to the tavern in the Back Alley, and after that, to Fort Zeyung.

EPISODE 17: Revival of Eden

FORT ZEYUNG AND ALHA VILLAGE



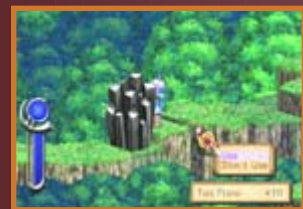
Go talk to Noin on the battlements outside the General's old office.

Your next stop should be the Bomb Artist's house in Alha Village. He trades you a Mega Flame for a treatise entitled My Ultimate Bomb. Switch over to

Viese, and guided by this new information, synthesize the Tera Flame and Dragon Gem.

BOMBING SPREE

Now that you know how to make Tera Flames, you can detonate the tempered boulders that have blocked your progress throughout Belkhyde, including:



- **Holy Path:** This unlocks the path to the Sealed Ruin, which, true to its name, is currently locked up tight.
- **Onuki Cave:** You reveal a golden treasure chest and a mystical beast. Feed the latter an Animal Cookie to hear a hint about the Globe.
- **Mist Canyon:** Bomb this boulder and follow the path. You find a chest containing the Gargoyle's Mirror.
- **Grand Highway:** You can now reach a treasure chest. Open it to find a book entitled Mana Power: Dark. It contains the recipe for the Plua Core.
- **Dark Forest 2, first map:** Post-detonation, open the treasure chest to find the Mystic Beast 2 book, and thus the recipe for the Flute of Cerberus.
- **Dark Forest 2, second map:** Blow up the boulder Mitsue was complaining about to clear the road to Zwital Village.
- **South Lake Midgard:** Find a chest containing 1,120 cole.



ZWITAL VILLAGE

Your campaign of destruction leads you to the catpeople's home, Zwital Village. As Gray will tell you, this is the center of commerce for all of Belkhyde, so the shopping here is absolutely first-rate. Bring a lot of cash.



Cat Ear Merchant, Indoors

ITEMS	COST
Fairy Tales (Fairy Tea recipe)	500
Fairy Life 1 (Dark Fairy Clothes recipe)	5,500
Fairy Life 2 (Dark Fairy Hat recipe)	5,500
Yadok Fungo	60
Silver Water	500
Glowgrass	200
Mini Pendelook	250

Cat Ear Merchant, Outdoors

ITEMS	COST
Revival (Revive recipe)	4,800
Blacksmith Advanced (Quicksilver Ankh recipe)	3,700
Flour	30
Goat Milk	50
Ale	90
Red Wine	400
Tingleberry	100

Cat Ear Merchant, Chief's House

ITEMS	COST
Dark Mana	4,600
Black Mana	4,600
Glowing Mana	4,600
Red Mana	4,600
Yellow Mana	4,600
Green Mana	4,600
Blue Mana	4,600



The last shop you find is the most important one. You can buy the various kinds of pure Mana here at surprisingly affordable prices, and use the various Core recipes to convert them directly into stat-boosting items.

When you're done shopping and investigating the village, talk to the first person you saw on your way into town. She helpfully tells you how to get to Dark Forest 3, which is the next leg of your journey.

DARK FOREST 3

ENEMIES	ITEMS	TREASURE CHESTS
Triffid Death Gigas Enchantress Supreme Wolf Hell Kitty Evil Beast Elder Virium Beast Master	Triffid* Yadok Fungo* Pearlberry* x3	Dragon Shield Yellow Mana Military Tactics

* Can only be gained by refining

TIP

The Enchantress remains a serious problem on this map, particularly when found in conjunction with a Death Gigas or two. Also watch out for the insanely fast Supreme Wolf, with its powerful Summon Wolf time effect and the Beast Master's Chaos Raid.

Another treasure chest is hidden in the underbrush near your point of entry. Explore a bit to find it, and claim the Dragon Shield. Water the local thickets with Fairy Tea (buy the recipe in Zwital Village) to get Triffids.



Go west to reach the second map, then follow the southern path. Open the chest for some Yellow Mana, chat up the mystical beast behind the tree for a hint about the South Grand Coast, then continue onward. The silver treasure chest atop the hill contains a book on Military Tactics, which includes the recipe for Power Shields.

That chest is the end of that particular path, though. Backtrack a little and proceed around the area's west side. There are sprouts you can grow for Yadok Fungo and Pearlberries here.

Going south takes you to the Dark Spring, although there's nothing you can do here just yet. Head west instead, to reach the Graveyard.

GRAVEYARD

ENEMIES	ITEMS	TREASURE CHESTS
Triffid Fly Trapper Firedillo Phantom Assassin Doll Death Warrior Enchantress Mana Cluster Master Puni	Phoenix Quill Lightning Stone x2 Lightning Stone	Lightning Brand Green Mana Slaith History Angel Feather 1,200 Cole

TIP

The Phantom is immune to physical attacks. Equip anti-Curse accessories as you enter. The Death Warrior knows Curse Wave, a skill that has a very good chance of afflicting the entire party with—get this—Curse status.



The Graveyard's layout looks a lot more complicated than it actually is. Go forward through the first teleporter, then move around the room's perimeter. The western portal leads to a Lightning Brand and the south-eastern one leads to a chestful

of Green Mana. Return to the main room, then go southwest. You find a bag of Lightning Stones, and a teleporter that takes you to a new map.

Here, the eastern portal leads to another Lightning Stone, and the southwestern one leads to a silver treasure chest containing a book on Slaith History. Read it to learn how to make a Slaith Dress, an important accessory for Fee. The western teleporter also leads to a silver treasure chest, but this one contains an Angel Feather.

Finally, the southeastern teleporter brings you to a narrow path. There's a campsite here, and a treasure chest with 1,200 cole inside. Save your game, as a tough boss is coming up.



Boss Fight: Slaith's Reincarnation



Slaith's Reincarnation is the first in a long line of bizarre mechanical bosses. Your first problem is that it's Quick, so it often takes multiple turns for the cost of one. Your second problem is that it can summon up to four Guardians at a time, each of which can Dire Smash you to lower your Defense. If you eat too many Dire Smashes, this elevates the Reincarnation's Ein Zecksclaw and Angry Blow attacks from "annoying" to "lethal." Fortunately, Noin can return all characters' Defense to normal with Healing Light.



Use Refuels to stay in the game and knock down the Guardians as fast as they can come out. The most efficient way to do so is to blast through them with area-effect skills and items like Storm Blast, Twin Slicer, or Meteor, damaging the Reincarnation and front-rank Guardians simultaneously.



Winning the battle against Slaith's Reincarnation is worth a Comet Stone and a Spirit Protect accessory, which is one of the best stat-boosting accessories in the game. You find the Slaith Crown shortly thereafter, and Fee learns her Ein Zecksclaw multihit skill.

With the Crown in hand, return to Zwital Village, then go to the Dark Spring.

DARK SPRING

ENEMIES	ITEMS	TREASURE CHESTS
Ice Puni Frigid Element Frozard	Lightning Stone* x6 Red Legion* x8 Lightning Stone* x8 Large Red Ore* x6	Pigeon Blood Mana Power: Evil

* Can only be gained by refining

TIP

Raise your I RES stats as high as you can. The Frigid Element's the most dangerous opponent you'll confront in this dungeon. She's immune to physical attack and can drop your characters' I RES with Null Circle.

This is harder than it would usually be, because you're working with a smaller crew. You're limited to Felt and Poe in this dungeon, so be careful. Poe tends to get knocked out if an enemy thinks about doing so.



Turn east as you enter, then proceed south to find a treasure chest. Open it to find the Pigeon Blood. Now go east from this chest to find the workshop you're here to repair.

As long as you're here, check the northern part of the cave to find a silver treasure chest. Inside is a book about Mana Power: Evil, and thus, the recipe for Faustus Cores. You can also mine several valuable items from the rocks inside this cave, such as Lightning Stones.



Once you've done all this, leave the cave for a wedding. It's a beautiful moment, isn't it?

EDEN: MOON TOWER

ENEMIES	ITEMS	TREASURE CHESTS
—	—	Dark Mana Ankh Soul Book

LEAFY GREENS

Now that you have Fairy Tea, you can use it on the thickets outside the Belkhyde Gate to get Urobs. These aren't the most useful or rarest items in the game, but this is a really convenient place to get them.



Reactivating the workshop in the Dark Spring has caused the Moon Tower to reappear on Eden. Switch back to Viese and pay the place a visit.

This is one of the game's more straightforward areas. The first treasure chest you see

contains Dark Mana, and the first door you come to has a lithograph behind it. Read it for words of wisdom about Darkness.

The second door leads to a small cavern. The chest directly ahead of you contains an Ankh, and the silver chest to the west has the Soul Book (and thus the recipe for Pendelooks) inside. Go all the way east to meet Plua, the Dark Mana, but she doesn't feel like making a pact with you right now.



To find out why, go back to Noir and talk to Lutanus in the Eden Temple library. Armed with that information, return to Plua. Now Viese can talk her into making a pact.

TATALIA VILLAGE



To find out where the last workshop is, go back to Tatalia Village. Talk with the people here, and you hear of a new area that's been found inside the Great Desert Ruins. It's time to head back there.

GREAT DESERT RUINS REVISITED

ENEMIES	ITEMS	TREASURE CHESTS
Phantom Lantern Jack Enchantress Legion	—	Red Mana Yellow Mana Desert Flower Fire Brand Illusion Bracelet



Remember that door you couldn't open yet in the boss room of the Desert Ruins? Go back there, and you find that some lucky (or possibly *unlucky*) archaeologists have cracked that sucker open. Boldly go to where they're running away from.

Go straight forward from the entrance to find some Red Mana, then open the silver treasure chest for an Illusion Bracelet. As you approach the workshop's door, take the path leading south away from it to find a Desert Flower, Yellow Mana, and a Fire Brand. Now, go reactivate the workshop.



ALTENA CHURCH



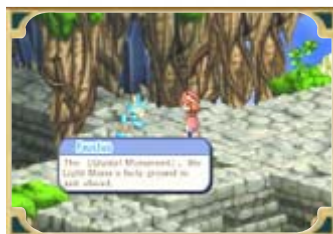
You've just reactivated the final workshop. Go talk to Yuveria in the basement of Altana Church. She reactivates the Continental Drive, saving Eden and completing Felt's original quest!



EPISODE 18: The Important Family

CRYSTAL MONUMENT

Felt has thoughtfully caused the Crystal Monument to appear near Weathervane Hill, so go have a look after you talk to Kreuz. Upon entering, walk up to the entrance to the holy ground, then go south to find Green Mana. Find a lithograph with information concerning Light in the same general area.



Next, enter the holy ground. Eital the Light Mana will lend you her patronage in exchange for a Comet Gem, and given how frequently Comet Gems are used in synthesis, you should have one or two lying around anyway. She gives you the Light Gem.

EDEN TEMPLE



Return to Viese's workshop briefly, then head to the private library in Eden Temple. Examine the shelves on the left side of the second floor to find the Soul Genesis and Alchemic Destiny books. With these, Viese gets recipes for the Elixir and Ruby Prism.

NOIR



Again, return to Viese's workshop, then talk to Coco and Melona. They suggest going to the historical society, so stop by there. You encounter the elusive Life Mana, Aion. If you've made pacts with Eital and Plua, Aion will make a pact with Viese. Viese then receives the Life gem.

CRYSTAL MONUMENT



There's a muddy, precarious stretch of road near the chest where you found the Green Mana at the Crystal Monument. Only now, inspired by Felt, can Viese cross it.

To the east, you find a scalable cliff. Use a couple of Grappling Hooks to find the Shining Metal; despite its name, it's actually another recipe. This time, it's for the Platin, a decent accessory.

Go west from there to find a tranquil pond. You can take up to three bottles of Dore Water from this pond per visit to the Crystal Monument. Grab a few, then return to Viese's workshop and make the Elixir.

Now, all that's left to do is talk to Kreuz and return to Noir.



EPISODE 19: The Last Battle

PRELUDE TO WAR



When you're ready to invade Riesevelt, tell Hagel. This is your last chance for a while to shop, explore dungeons, buy more accessories, or whatever else you feel you need to do.

Once you've talked to Hagel, it is on. First, blast through several waves of Imperial Soldiers and Footmen on your way across the bridge into Riesevelt proper. When you get into the city, head straight to Riese Palace.

RIESE PALACE

ENEMIES	ITEMS	TREASURE CHESTS
Generals Imperial Support Soldiers Imperial Archers Imperial Commanders	—	Dragon Blood Dark Mana Fallen Book

TIP

It's nearly impossible to run out the Encounter gauge in Riese Palace, and Fear Bottles won't work.



This will be over quickly if you know what you're doing. When you reach the campsite in the front hall, hang a left and go through the double doors. You wind up in the hallway that Tolena took you to a couple of episodes ago.

Use the door that the guard was standing in front of back then, and you find the castle courtyard, which is presently the site of a pitched melee. If the Simsilts are going to win this one, they'll need some help.

Go back into the hallways. There's a Simsilt fighting in the library at the end of this corridor, one on patrol by the campsite in the entryway, and one in a duel in the bedroom off



the west hallway, accessible via the double doors left of the campsite. A Bully's holding down the fort in the treasure room at the end of the west hall, near a treasure chest containing Dragon Blood. Talk to and rescue all the revolutionaries, and they lend their strength to the cause.

With the four of them on the job, the odds are tilted in the Simsilts' favor. Head into the courtyard to save your game, then go upstairs. Galahad's waiting for you.

Boss Fight: Galahad



Galahad is not much different than he was in your last encounter with him, and the same general rules apply. The longer this fight takes, the better he likes it, because he drops Heaven's Light to continually improve his stats. He's also been

power leveling or something, because he's learned a new skill. Tidal Force heavily damages and Paralyzes a single character when Galahad first uses it, and it just gets worse as he powers himself up.



One of the best ways to deal with him is to slap Illusion Bracelets on Noin, Fee, and/or Poe, and simply outrun him. By now, you should have access to some really high-powered skills, such as Falcon Blast or Poe Bazooka, and any one of them

does serious damage to Galahad. Exploit your higher Speed to gradually grind away at Galahad until he falls. He drops a piece of Black Mana upon his defeat.



Once he's down, take a right and go through the southeastern door. In this new hall, go to the final door and open it. Yet again, you need more soldiers to break the stalemate.



In the hall to Galahad's left, there's a chest containing an Urob behind the first door on the right, and one of the muscle-bound Bullies in the treasure room at the end of the hall. Send him into the fray, then open the silver treasure chest he



was guarding for the Fallen Book. It teaches you how to make the Fog Box, an accessory for Viese.



Sending those two Simsilts into the fray allows you to reach the stairs to the third floor, but they're heavily guarded. Go talk to the Bullies in the treasure room and courtyard, and their added strength will break the stalemate.

Go upstairs and save your game at the campsite. There's a confrontation with Theodore in the works.

Of course, Theodore being the fine example of chivalry that he is, he's not actually going to confront you himself. He has a new toy he wants to try out: the Quetzalcoatl.

Boss Fight: Quetzalcoatl



Before you set foot in this room, equip the entire active party with Magic Pipes and Niv Tiaras. The Quetzalcoatl can Poison and Curse the entire group at once if it feels like it, and it's *fast*. It's so fast, in fact, that trying to Break Attack it is usually a waste of time.



It's also completely immune to Ice attacks, it regenerates 500 LIFE per turn, and uses a couple of skills that really do violate Fee's copyright. The Zwei Zeckscaw hits the entire party for 100 points of damage or more, while the Ein Zeckscaw splits its hits up between one or two group members.



The Quetzalcoatl's most dangerous move, however, is the Null Sphere. When it uses that, it waits one turn, then fires off a heavily damaging laser attack that hits the entire party with Speed Down and Dark damage. Fortunately, this is a Fire attack, so you can neutralize its damage by equipping Fire Brands.



With all that in mind, there's no reason to hold back. Charge up the Skill gauge as fast as you can, and uncork all those two- and three-meter skills you usually don't have the chance to use. Use Refuel Shot and Refuel items to recover from the Null Sphere, and drop Healing Light periodically to remove the Speed Down effect. This is going to be a long fight, but if you keep your LIFE high, you'll eventually prevail. The Quetzalcoatl drops Glowing Mana when it's destroyed.



Before you chase Theodore out of the room, remove all the characters' accessories and Alchemy items except Felt's, then equip Felt with the best stat-boosting items you have to offer. There's a one-on-one battle coming up, and it wouldn't do to have your best equipment on somebody else.

Congratulations. You've not only saved Eden, but you've overthrown a mad dictator and smashed his armies. There's just one little bit of business to wrap up, and unfortunately, it's going to come as a bit of a surprise to Felt.

Proceed to the Altena Church, and rush to the Continental Drive. Chaos is back, and this time, it's for keeps.

Boss Fight: Chaos



Equip a Magatama Cone to speed up the rate at which Felt regains meter, and use an Illusion Bracelet to shorten the time between turns. Chaos's Crimson Blade hits three times for mediocre damage, but as in

past battles, he uses Crimson Ambition to raise his stats. By the time he's taken a few turns, Crimson Blade turns into a potentially devastating attack. He can also use Crimson Slash, a quick but low-damage skill that doesn't scale up quite so fast.



Your best option is to simply Charge Attack him every chance you get, using Heal Bulbs or Elixirs to keep Felt's LIFE high, and lower the boom with Raging Strike. Nothing else has the damage potential to take Chaos

out fast enough. The end of the fight will not go as you might have preferred, though.

Three weeks later, Viese receives Iris' Notes, with the recipe for Mell Orbs contained within, and an Aroma Material.

It's time to revisit Belkhyde.



EPISODE 20: Retracing Your Footsteps

BELKHIDE DESERT

Viese has touched down exactly where Felt did, back in Episode 2. She's only at first level, but she has access to all the shiny Alchemy items and accessories you've been saving up, thanks to the Share Ring. Viese also has distinctly better stat progression than other characters.



The end result is that it will be a long time before she runs into a genuinely challenging fight. You're well within your rights to just drop a Fear Bottle and run, because you've been through most of this before. However, Viese gets far more experience and SP from a random encounter than your other characters did, even if she's off-screen.

Pass through the desert to the Oasis. Viese has set up her cauldron at her campsites, enabling you to synthesize new items in the comfort of your own tent. Make a Mell Orb, while you're here.



JUST DESSERTS



If you're curious about what's happened to Theodore, revisit the cellblock atop the Great Lighthouse in Riesevelt. He's moping inside one of the cells.

TATALIA VILLAGE

Gather some information while you're here. Mitsue's moved on to greener pastures, so there's not much to do besides talk to people. The guy you want to see is standing in the eastern clearing. He tells you to look around Riesevelt. Also, talk to the Mayor.



RIESEVELT

Pass through the Fork to West Regnbogen. Talk to the bartender in Riesevelt's Back Alley, then head to Riese Palace and try to go to the second floor. With Fee in tow, try to leave the way you came, and you run into Gray. He and Fee join the party.





Ride the ship across the lake. Your next goal is to reach the Altena Church somehow, and you have your choice of how to go about it. If you, as Felt, cleared the path in the Onuki Cave, you can go through there, which is much faster. Otherwise, you have to clear the Sessier Plains and Forest again. The latter path is mostly notable because you can now take down the Fungo King who prowls in the Sessier Forest. It's worth 1,500 cole and bragging rights.

ALTENA CHURCH



Use a Mell Orb to depetrify Eizlen. When you find the statue that used to be Felt, Viese tries and fails to cure his petrification. To restore him to life, you need Ancient Ore. As Gray suggests, go north, to the Wetlands.

WETLANDS

Chase Poe into the cavern. When you catch up to him near the entrance to the workshop, he causes a surprisingly helpful cave-in. Mine the stalactites that have fallen throughout the area for Ancient Ore. You only need one, but feel free to take a few extra samples. Ancient Ore can be substituted in a few different recipes.



ALTENA CHURCH



In your campsite, use Viese's cauldron and start to synthesize the Mell Orb. Substitute some Ancient Ore for the Shadow Stone in the recipe, and Viese conjures up a Destone Orb. This provides you with the extra destoning mojo you need to cure both Eizlen and Felt.

EPISODE 21: The Sealed One

SOUTH LAKE MIDGARD



As directed, go to South Lake Midgard. With Fee's new position in life, the guy standing by the eastern dock lets you use his rowboat to access Eden. You wind up outside the Belkhyde Gate. Go to Noir, and then Eden Temple.

RIESE PALACE

After the smoke clears (or *doesn't* clear, as the case may be), you return to the palace. Quite a few old friends have come to visit, and all of them have something to tell you and/or something for you. A lot of what they have to say is just reminding you about something you've seen before now.



Talk to Max in Fee's new study to receive the Book of Alha, which teaches you how to make Megido's Key. Finally, you can open golden gates and treasure chests! Thus equipped, make another whirlwind tour of Belkhyde.

ALL THAT GLITTERS



With Megido's Keys in hand, it's time to run around the world and open those last few treasure chests!

- Riese Palace, treasure room: Spirit Protect
- South Lake Midgard, near dock: Holy Script (recipe for Cueparts)
- West Regenbogen, barracks under bridge: Spirit Protect
- Onuki Cave, side tunnel: Soul Shroud
- Sessier Forest, by dock: Slaith Songs (recipe for Moon Drop)

One last golden treasure chest is in Viese's workshop in Eden, but you need to wait until the next episode to open it.

ALTENA CHURCH

Open the gate in the basement near the Continental Drive to find a hidden library. The shelves on its top floor, on the left, speak of Mt. Gelad, enabling you to go there once you return to the world map. You can also find the Ancient Skills book while you're here, on the right side of the bottom floor. This contains the invaluable recipe for the Reptile Egg.



While you're here, check up on Yuveria. She's still a bit inert, but you can take the Elusmus Fragment from the floor nearby.

CLAIRE VILLAGE



Open the golden door toward the back of the village, and you can access the hidden "dragon shop." Here, you can buy a number of rare alchemical components.

Admittedly, you can get Dragon Blood and Dragon Bones

at other places, and usually for free. Dragon Horns are harder to find, though, and the Heaven & Earth book teaches the recipe for Globes. These are surprisingly effective attack items.

Claire Village Dragon Shop

ITEMS	COST
Heaven & Earth Key Item (Globe recipe)	10,050
Ankh	4,800
Dragon Horn	1,500
Dragon Blood	1,500
Dragon Bone	1,800

LAILZATT CAVE

Galahad beats you to Ardgevald's old stomping grounds, but he's too weakened by his injuries to finish the Dragon King off. This is where you come in. Equip a Fire Brand on your weakest active character, and use items such as Dragon Shields to raise the others' Fire resistance.



BOSS FIGHT: ARDGEVALD



Your initial bout with Ardgevald is much the same as it was before, complete with him dropping the same prize: a Dragon Shield. The same basic tactics still work, but they work faster.



Then Ardgevald gets back up and takes off the kid gloves. At the height of his powers, Ardgevald regenerates 500 LIFE every turn, speeds up dramatically, and gets a bunch of new moves. His Royal Dragon Cry damages the entire party and lowers your Elemental resistances, which sets you up nicely for his Volcano Breath or Flare Cannon.



Volcano Breath is a multihit stream of fire that lowers a victim's Defense on a successful hit; Flare Cannon is a powerful burst of raw heat that makes Tera Flame look like a hair dryer. Heal immediately after Flare Cannon goes off, and use Philosophic Ash to cut the damage to a survivable level. (Note that Viese can use Wide Item to extend the effects of a single-target item such as the Ash to the entire party.)



This is one of the longest fights in the game. Ardgevald is usually too fast for you to land a chain combo, and his regenerative abilities can undo a lot of your good work. The good news is that so many of his skills are Fire-based that with enough of the right accessories, he's actually not that dangerous.

Beating Ardgevald is worth a lot of money, as well as a Dragon Tongue.

SESSIER FOREST



Remember that locked gate here? Open it to find a hidden workshop. Come here after you've gotten the Elusmus Fragment from Altena Church, and Felt teleports inside. He comes back out with the Y-017J Blueprints shortly thereafter.

ALTENA CHURCH



With the Blueprints, Viese has what she needs to fix Yuveria. She rewards you with a vial of Ares Liquid.

ALHA VILLAGE

Tolena waits for you in Alha. Talk with her, then open the golden gate. You find out a few interesting things about Chaos and Belkhyde, including the hidden secrets of this village. Be sure to talk to all the villagers afterward, especially the Bomb Artist and the guy in the straw hat standing by the campsite. Also, be sure to check the workshop door.



Tolena gives you some Aroma Material as you're on your way out of town.

SOUTH GRAND PLAINS



It's easy to miss the southern path in this area, so don't be too surprised if you hadn't seen it until now. Be sure to grab the Cursed Man Key item out of the silver treasure chest along the way, as it teaches Viese how to make the handy Demon Ring.

Use a Tera Flame to detonate the boulder blocking the southern exit. Before you leave, though, use Elemental Extraction to destroy the nearby pile of crates. You reveal a treasure chest containing a Dragon Horn.



MT. GELAD

ENEMIES	ITEMS	TREASURE CHESTS
Assassin Doll	Glowgrass x3	Dark Mana
Stone Golem	Silver Legien* x8	Diem Ankh
Totemite	Red Legien* x8	Mana Power: Life
Murder Bot	Ore* x2	
Sentry	Ore*	
Bugbear	Lightning Stone* x4	
Mana Cluster	Large Red Ore* x4	
Cerberus	Moon Stone* x4	
Baphy	Large Red Ore* x3	
	Shadow Stone* x6	
	Lightning Stone* x3	

* Can only be gained by refining



Use another Grappling Hook to climb to the campsite and leave this map. Go northeast on the next screen, climb the cliff, and follow the path around to the south to find a hidden treasure chest. Open it for the valuable Mana Power: Life book, a treatise on the manufacture of Aion Cores.



Bring a few Grappling Hooks. There's a bag of Glowgrass atop the northern cliff, and the eastern cliff leads to your eventual destination. Scale it, then go to the eastern cavern for a Diem Ankh and some Dark Mana.



Head back down to the ground, climb up the vine, and go east to find some decent mining opportunities. Inside the cavern, you find the Azoth guard you're here to see. She gives you the Mirror of Twilight.

Finally, climb back down the vine and leave via the west exit to open the South Grand Plain.

SOUTH GRAND PLAIN

ENEMIES	ITEMS	TREASURE CHESTS
Roc Sand Dragon	Wax x4 Ore* x2 Silver Legien* x6 Red Legien* x8	The Book of Soil

* Can only be gained by refining

This map is more like a glorified dock. Check to the south to find some Wax, then go west to do some mining and scale the cliffs. You find a golden treasure chest up top, containing The Book of Soil and the recipe for Blood Clay.

Once you've done that, talk to Mitsue to "borrow" her boat, and ride it to the Dark Island.



DARK ISLAND

ENEMIES	ITEMS	TREASURE CHESTS
Death Warrior Death Gigas Shadowgirl Mud Eater Puni Queen Darkwing Giant Puni Charon Bugbear Succubus Wild Cat	Large Red Ore* x3 Lightning Stone* x4 Ore* x2 Dem Ore* x4 Silver Legien* x8 Lightning Stone* x3 Phoenix Quill	1,200 Cole Dragon Bone Black Mana Yellow Mana

* Can only be gained by refining

This is fairly short. It could be over in a couple of minutes if you don't feel like claiming the few items in the area. If you do, climb the cliffs to the east for some Yellow Mana and 1,200 cole, then drop back down to ground level and go west. There's plenty of mining to do here, as well as atop the eastern bluffs.



Going farther inland, find a chest to the southwest with a Dragon Bone, and another to the north that contains Black Mana. Grab those, and the Phoenix Quill near the second chest, then keep heading west to reach Vintavne.

VINTAVNE

ENEMIES	ITEMS	TREASURE CHESTS
Lilim Heavy Metal Jin Roc Vulture Nocturne Element Mana Cluster Charon Flame Virum Baal Elda Faux Puni	Silver Water x2	Urob Pirate Bramus Daza's Belt Dark Mana

TIP

There are a few heavy hitters in the mix here, and the Encounter gauge is insanely full, just as it was back in Riese Palace. The Lilim and Flame Virum can both use powerful Fire attacks that target the entire party at once, and the Faux Puni has both high LIFE and the Overdrive skill. Baal may be the most dangerous enemy on the map; it can curse two characters at once with Gentlemen's Blues, and its Howling attack can damage and Knockback every active member of the party.



Go downstairs from the portal, then check to the south at the first opportunity to find a treasure chest. Open it for a book entitled Pirate Bramus, which contains the recipe for Nautical Charts.

You can explore this dungeon a bit if you'd like, but you won't find much except surrealist architecture until you reach the first campsite. Past it, climb the stairs to reach an intersection. Go north for an Urob, then continue east to find a teleporter.



This dungeon culminates in Palaxius's ancient laboratory. After a brief investigation, you're shown a statue, which should be a little familiar to you. You also get some more Ares Liquid.

MYSTERIOUS PALACE



The statue you saw in the Forest Pit laboratory is, of course, the statue on the podium at the Mysterious Palace near Claire Village. Head over there and inspect it, and you wind up in a fight with the Clockwork.


Boss Fight: Clockwork




The Clockwork is a little like a watered-down version of the Quetzalcoatl you fought two episodes back, complete with Ein Zeckscaw and Zwei Zeckscaw, but it lacks that monster's formidable Speed. The Clockwork's mostly a punching bag, and it drops a bottle of Industrial Alcohol when you defeat it. Post-battle, Viese claims the Book of Marcus, which teaches the recipe for Gurgu's Cane.

SEALED RUIN

ENEMIES	ITEMS	TREASURE CHESTS
Elda Mega Virum Necromancer Shadow Legion Virum Zombie	—	Glowing Mana Triffid 1,200 Cole Illusional Vacation Green Mana Red Mana



TIP



The Shadow Legion infrequently uses a skill called Dark Sphere, which can cause instant death to a single character. It also uses Death Bite to damage a character and lower his Defense, while simultaneously healing the Legion.

You need the Mirror of Twilight to enter the Sealed Ruin. Go right at the first intersection to find some Glowing Mana, then head back. Ride the platform across the gap and go west to get a Triffid. Backtrack to the intersection and go north. The lithograph for Life is in the next room. Read it, then continue past it to find 1,200 cole inside a treasure chest.




Backtrack to the cliffs by the lithograph and scale them with a Grappling Hook. The first left leads to a golden treasure chest that contains the Illusional Vacation, which contains the recipe for Time Stones.



Go back upstairs from that chest and follow the path to its southern end. Take the Green Mana, then ride the nearby lift to find Red Mana.

North from here, you find a campsite, as well as what was supposed to have been the final resting place of the Crimson Azoth. Unfortunately, Chaos has set up some watchdogs.





Boss Fight: Evil Servants

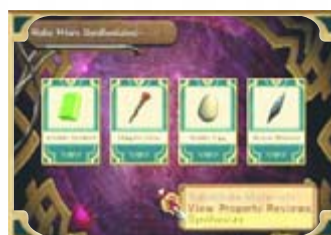
The three Evil Servants are dangerous mostly because they can all use Blasphemy. This skill can remove all of your “buff” skills, such as Avatar or Adrenaline, but it also does heavy damage to the entire party. If more than one Evil Servant uses Blasphemy in a row, you’re in trouble.

Bring in Viese to use one of her high-powered time effects such as Healing Rain, then tag her back out and focus on destroying the Evil Servants one at a time. Fee’s Divine Stun can help keep two of them off of you while you land a chain combo on the third. Fortunately, they don’t have that much LIFE, so one solid combo should destroy each one.



Once you’ve defeated the Evil Servants, continue past the plaza to learn more about Chaos. You find Chaos’s Diary during the cutscene and learn how to make the Verdure Doublet.

RIESE PALACE



At the same time, you’ve gained new weapon synthesis options. Felt can now forge the Azoth into the Destiny and the Royal Azoth, its final two forms.

You have all the ingredients now to synthesize a Ruby Prism. Put one together, and you can repair the Azure Azoth and lift the curse on Eden.



EPISODE 22: To the New World

NOIR

Thanks to the reformed Azoth, you can reenter Eden. Everyone but Mitsue is a statue, however. She expresses her joy over this by giving you a Speedster. You can also finally open the golden treasure chest in Viese's workshop and get the Tik Tik, a manual on the creation of Super Unis.



If you depetrify Melona and Yach, they put new items in their stores.

Melona's Shop, Episode 22 Only

ITEMS	COST
Illusion Bracelet	3,200
Angel Feather	3,200

Yach's Shop, Episode 22 Only

ITEMS	COST
Fire Brand	4,000
Ice Brand	4,000
Lightning Brand	4,000

EDEN TEMPLE

Use Destone Orbs to cure Kreuz and Lutanus. When you do, she asks you to cure everyone in Eden. The Aquitto Spring has been wiped off the map, sadly, but you need to find and use Destone Orbs on everyone else in Noir, Eden Temple, and the various Manas' holy grounds. Don't forget the Diemias in the cavern below Eden Temple or the Uru in Yach's shop.



Once you've managed to return Eden to normal, or as normal as it gets, return to Lutanus. She gives you the Heavenly Sigh, a guide to creating the enormously powerful Element Blaze.

That's really the last of your old business. Do whatever you have to do to get ready for the game's final dungeon, and then step through the hole in Eden Temple's audience chamber. The secret of the Temple of Creation has finally been unlocked.



TEMPLE OF CREATION

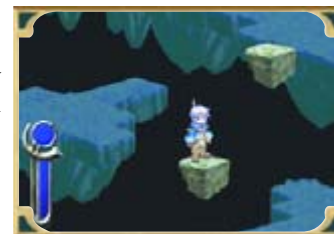
ENEMIES		TREASURE CHESTS
Mega Virum	Master Puni	Yellow Mana
Nocturne	Death Warrior	Daza's Belt
Element	Death Gigas	Green Mana
Sentry	Vorpall Sword	Black Mana
Lilim	Darkwing	Church Tale
Sun Eagle	Cerberus	Speedster
Sr. Mountain Pig	Hell Kitty	Green Mana
Stonehead	Wild Cat	Aroma Material
Mud Eater	Elda	
Firedillo	Totemite	
Supreme Wolf	Legion	
Succubus	Baal	
Necromancer	Rhino Beast	
Virum Zombie	Mahou Shoujo	
Faux Puni	Mad Brownie	
Murder Bot		

TIP

It takes roughly 25 fights in a row to run out the Encounter gauge in *one room* of the Temple of Creation, and Fear Bottles simply do not work.

There aren't any lightweights in this lineup. The various kinds of Virum are all formidable, and the Sun Eagle can be a handful due to its immunity to physical attacks. The Rhino Beast is another formidable opponent, with tons of Defense and LIFE, and a powerful skill called Quake that can inflict Knockback on the entire party.

You come to a campsite immediately upon entering the Temple. Go east from it to find some Yellow Mana, then go north. The western platform takes you to a silver treasure chest containing Daza's Belt, and the eastern platform leads to a new path. Follow it around to the north to continue.



Climb the stairs and head west. Take the Green Mana, then proceed northeast. At the next intersection, the eastern path takes you to some Black Mana, and the western, to a campsite. Stop there for a scene with Felt and Elusmus.

South from the campsite, you can follow the path to a golden treasure chest. This is an important discovery, as the chest contains the Church Tale. This contains the recipe for the Rotor Ankh, an Alchemy item that can teach Fee and Noin the Quick skill. This is a must-have for the final battle, so snap that up.



Follow the northern path to find some Green Mana. If you continue all the way around the courtyard, you'll find that it loops. Along the way, there's a golden treasure chest—the game's final treasure chest—which contains Aroma Material.

Take a last look around, then go northeast. You reach the last campsite in the game. Past it, Palaxius is waiting for you.



Finally, the path onward is north of this campsite. Scale the cliff to find a golden treasure chest with a Speedster inside, then head east. The next room has two big cliffs in it. The one farther west has a small campsite at its top, while the eastern cliff

has a campsite and a path that leads to an exterior balcony. That balcony hosts a boss fight, so make your necessary preparations.

Boss Fight: Divine Judge and Divine Guard



You fight the Divine Judge and Divine Guard here. The Judge is a spell caster who opens with an Ice Veil time effect and presses her assault with Dilement, Meteor Strike, and Gnash. Meanwhile, the Guard powers itself up with Overdrive and attacks the entire party with Shock Wave. Most of the time, it contents itself with doing heavy damage to a single target using Single Sweep or Netherbounce.



Equip Speedsters and Illusion Bracelets to mitigate the effects of Shock Wave, which causes Knockback, and focus your attacks on the Judge. Use the appropriate Brand accessories to deflect her skills while you're pounding on her. Once you're done, go after the Guard with chain combos, but pick your opportunities carefully. Because the Guard is Quick, you can't stun it very often.



Defeating the Divine Judge and Divine Guard is worth Green and Yellow Mana. Progress past their balcony to a teleporter, which takes you to the temple's exterior atop Eden. You're standing directly in front of the final lithograph, the one for Creation. Read it, and if you've read all the other 13 lithographs, Viese receives the Ellis, a book concerning the construction of Cure Crystals. These are powerful healing items, and you almost need them to succeed in the final battle.

Boss Fight: Palaxius



Like a lot of the hardest bosses in *Atelier Iris 2*, Palaxius is crazily fast, making it nearly impossible to stun him unless you're pushing Level 50. What makes matters worse is that you can't even the score with accessories. You need to use your

accessory slots to equip Aroma Talismans and Magic Pipes, because Palaxius use Dimensional Rumble roughly once every two turns. The Rumble does minor damage, and inflicts Sleep, Poison, and/or Paralysis on all unprotected characters. Without appropriate countermeasures, you'll spend so much time curing your own abnormal statuses that you won't be able to attack Palaxius.



Palaxius still has an arsenal of powerful moves for you to deal with. Keep Noin out and keep one meter in reserve on your Skill gauge, so she can counter Palaxius' Crimson Split and Crimson Fury attacks; the first is a resistance-lowering, medium-damage time effect, while the second lowers all active characters' stats. Once a character's weakened, Palaxius usually finishes off him or her with Shadow Azoth or Crimson Moon.



Start the battle by using Viese's Healing Rain, then tag her out in favor of somebody faster, like Fee or Felt. Poe doesn't have much he can do in this fight, and Gray's too slow to do much more than intercept damage for another character.

This battle belongs to Felt, Fee, and Noin, with Viese hopping in every so often to heal everyone up.

You don't beat Palaxius so much as you survive him. Play very defensively, and put at least one character on healing duty. If there's even the slightest chance that Palaxius's next attack could take out a character, use a Cure Crystal or Viese's Gold Hand Healing to restore the entire party to full health. Palaxius won't go down easily, but if you continue healing and take your shots when it's safe to do so, you can gradually wear him down. Having Rotor Ankhs equipped on Fee and Noin can also be a lifesaver.

His defeat marks the official end of *Atelier Iris 2*, but stay tuned after the credits. There are bonus challenges ahead!

Dragon's Nest Extra Trials

After you pass the Dragon's Trial in Episode 12, you unlock a variety of extra challenges in the Dragon's Nest. You don't have to take any of them on to complete the game, with the obvious exception of the Dragon's Trial.

They're mostly there to challenge you, to provide a handy way to find certain monsters on demand, and so you can win valuable prizes. Defeating the boss of any single Dragon's Nest challenge nets you a harvested item as a prize, some of which are rare, expensive, or both. You get this item in addition to any items the boss may drop.



NOTE

Despite what the challenge list says, the boss of a challenge is rarely alone.



Each challenge in the Dragon's Nest consists of five separate encounters with a set party of monsters, and you're restored to full health before the challenge starts. You briefly return to the Dragon's Nest between each bout, which cures

your abnormal statuses. You cannot run from any encounter in the Dragon's Nest, but if you lose a battle, it won't end your game.

When you initially defeat the Dragon's Trial, you unlock the Dragon's Den Qualifier challenge. Defeating its boss unlocks the Novice Dragon's Den challenge; beating that unlocks the Standard challenge, and finally the Advanced challenge. You also gain access to the Sword, Fighter, Dragon, Light, and Totem tests.

THE DRAGON'S DEN QUALIFIER

BOSS: Zombie Puni
PRIZE: Puniball x5
ROUND #1: Red Puni x5
ROUND #2: Witch, Salamander x2, Wood Golem
ROUND #3: Vulture, Red Puni x3
ROUND #4: Brownie, Master Puni, Totem x2
ROUND #5: Zombie Puni x2, Mountain Pig x2



As you might guess from the lineup, this one's a gimme. Nothing here should give you a serious problem.

NOVICE DRAGON'S DEN

BOSS: Shadowgirl
PRIZE: Huffin x5
ROUND #1: Banshee x3, Witch, Elemental
ROUND #2: Mountain Pig x2, Were Cat, Master Puni
ROUND #3: Ice Puni x2, Zombie Puni x2, Master Pig
ROUND #4: Baphy, Assassin Doll x3
ROUND #5: Shadowgirl, Parafungo x2, Maxwell



The Shadowgirl isn't too great a trial, but the two Parafungos make life difficult. Equip Aroma Talismans to protect against the paralytic effects of their Mushroom Salsa.

STANDARD DRAGON'S DEN

BOSS: Fly Trapper
PRIZE: Glowgrass x5
ROUND #1: Gunner, Maxwell x2, Totem
ROUND #2: Caterpillar, Sorceress x2, Banshee x2
ROUND #3: Stone Golem x2
ROUND #4: Wolf Leader x2, Blaze Element
ROUND #5: Fly Trapper x5



You could fight the last batch of Fly Trappers, risking repeated exposure to Poison and multihit bludgeoning attacks. Alternately, a couple of Mega Flames will kill them all at once.

ADVANCED DRAGON'S DEN

BOSS: Book Eater
PRIZE: Tatalia Cotton x5
ROUND #1: Stone Golem x2
ROUND #2: Hell Kitty x3
ROUND #3: Elder Virium
ROUND #4: Legion, Elemental x2, Succubus x2
ROUND #5: Charon x2, Bugbear x2, Book Eater



The last battle is a festival of abnormal statuses. Nightmare can put the whole party to Sleep, Elder Circle can Curse two characters at once, and the Bugbears can use Face to Paralyze or Poison a single party member. Lower the boom on these guys all at once with powerful attack items or something like Raging Wave, before they can really get going. It's not unheard-of for them to keep using Nightmare until somebody drops.

THE SWORD TEST

BOSS: Death Gigas
PRIZE: Aihie Fungo x5
ROUND #1: Baphy, Brownie x4
ROUND #2: Master Thief, Gunner x3
ROUND #3: Baphy x2, Assassin Doll x3
ROUND #4: Blaze Element, Heavy Metal x2, Mercenary x2
ROUND #5: Death Gigas, Poisonous Fungo x2, Assassin Doll x2



This is another challenge where everyone uses Poison attacks. Take the appropriate counter-measures, and none of your opponents can do much of lasting consequence.

THE FIGHTER TEST

BOSS: Stone Golem
PRIZE: Mini Pendelook x5
ROUND #1: Were Cat x2, Brownie x2, Wood Golem
ROUND #2: Baphy x2, Harpy x2
ROUND #3: Sr. Mountain Pig x3
ROUND #4: Legion, Shadowgirl, Jin x2
ROUND #5: Stone Golem x3



There are some heavy hitters in the mix here, so bring high-Defense brawlers such as Gray. Fee and Poe have very little business being here unless they're dramatically overleveled.

THE DRAGON TEST

BOSS: Elder Virium
PRIZE: Dragon Blood x3
ROUND #1: Virum, Salamander x2
ROUND #2: Virum, Basilisk x2
ROUND #3: Basilisk x2, Salamander x2
ROUND #4: Uni Virum
ROUND #5: Elder Virium



If it were possible to send Gray in solo for this one, it'd be a great idea. With Dragon Killer, he can mop up most of these encounters by himself.

THE LIGHT TEST

BOSS: Enchantress
PRIZE: String x5
ROUND #1: Witch, Master Puni x2, Master Pig x2
ROUND #2: Puni, Zombie Puni, Golden Puni
ROUND #3: Sorceress x2, Fly Trapper x2, Totem
ROUND #4: Hell Kitty x2, Sorceress x2, Totem
ROUND #5: Totem x2, Enchantress

The final bout here can be a little frustrating, because all three opponents know and frequently use wide-focus healing skills. Drop both Totems right off with Fire-based Mana items, such as a Mega or Tera Flame. Then, build up your Skill gauge so you can pummel the Enchantress to death within a single round.



THE TOTEM TEST

BOSS: Totemite
PRIZE: Super Nue x5
ROUND #1: Zombie Puni x2, Fungo x2, Wood Golem
ROUND #2: Totem x2, Brownie
ROUND #3: Salamander, Parafungo x2, Ghost x2
ROUND #4: Bugbear, Floating Fish x2, Witch x2
ROUND #5: Totemite



Rush through this a few times for cheap experience, SP, and Wood Elements. There isn't much to it.



Further Challenges

Clearing Episodes 18 and 20 unlocks still-greater challenges in the Dragon's Nest.

Starting in Episode 18, you can take the Expert challenges: Spirits, Beastwomen, Dark Clan, Mercenaries, Puni, and Dragon Clan.

In Episode 21, you can battle through the Master challenges: Hell Beasts, Witches, Weapons, and Demons.

EXPERT SPIRITS

BOSS: Blaze Element

PRIZE: Fresh Glowgrass x5

ROUND #1: Salamander x2, Blaze Element

ROUND #2: Frozard x2, Frigid Element

ROUND #3: Elemental x2, Shock Element

ROUND #4: Basilisk x2, Blaze Element

ROUND #5: Frigid Element, Shock Element, Blaze Element



The various Elements are all immune to physical attack, and will be healed if you use their particular element upon them. This looks like a job for Felt, mostly. Use items to slow them down, such as Huffin Water, while Felt Charge Attacks.

EXPERT BEASTWOMEN

BOSS: Shadowgirl

PRIZE: Phoenix Quill x5

ROUND #1: Were Cat x2, Harpy

ROUND #2: Brownie, Jin, Assassin Doll

ROUND #3: Hell Kitty, Shadowgirl

ROUND #4: Harpy x2, Evil Beast

ROUND #5: Shadowgirl, Were Cat, Hell Kitty x2



The general theme of the Expert Beastwomen challenge is "We're much faster than you." Bring a high-Speed party equipped with accessories such as Illusion Bracelets.

EXPERT DARK CLAN

BOSS: Death Gigas

PRIZE: Dragon Bone x3

ROUND #1: Maxwell x2, Bugbear x2, Salamander

ROUND #2: Ghost x2, Lantern Jack x2

ROUND #3: Baphy, Bugbear, Assassin Doll x3

ROUND #4: Jin x2, Maxwell x2

ROUND #5: Death Gigas x3



By the time you've unlocked this challenge, you've been smacking around most of the monsters involved for a dozen episodes or more. It wouldn't hurt to equip Niv Tiaras, but this is a cakewalk.

EXPERT MERCENARIES

BOSS: General

PRIZE: Frozen Rain x3

ROUND #1: Mercenary x2, Heavy Metal x2, Sorceress

ROUND #2: Witch x2, Gunner x2, Archer

ROUND #3: Beast Master, Supreme Wolf, Sorceress x2

ROUND #4: Heavy Metal x3, Succubus, Enchantress

ROUND #5: Jin, Enchantress x2, General



The third round gets a little tricky. The Beast Master's Chaos Raid can lay a serious hurt on all three party members at once, and the Supreme Wolf is one of the fastest monsters in the game.

In the fourth round, take out the Enchantress first, of course.

The same applies for the final round; with two Enchantresses in play, it'll be hard to do lasting damage to the General. Build up your Skill gauge, then take both Enchantresses out before chain-comboing the General to death.

EXPERT PUNI

BOSS: Puni Queen

PRIZE: Ore x3

ROUND #1: Ice Puni x2, Giant Puni x2, Red Puni

ROUND #2: Ice Puni x3, Master Puni x2

ROUND #3: Zombie Puni x3, Master Puni x2

ROUND #4: Puni Rider x2

ROUND #5: Master Puni x2, Giant Puni x2, Puni Queen



Even an expert's challenge is sort of easy when it involves Punis. The Zombie Punis can be a handful if you let them get Putrid Breath off, but the final battle's fairly simple. Uncork a wide-focus Mana item such as a Meteor to thin out the crowd, then beat the Queen about what passes for her neck and shoulders.

EXPERT DRAGON CLAN

BOSS: Mega Virum
PRIZE: Ancient Ore x3
ROUND #1: Virum, Salamander x2
ROUND #2: Salamander x4
ROUND #3: Basilisk x2, Uni Virum
ROUND #4: Basilisk x3, Virum Zombie
ROUND #5: Frozard x2, Mega Virum



Bring your Niv Tiaras to this one, as Rounds 3 and 4 tend to leave you Poisoned. Equip a Lightning Brand on your front man, as the Mega Virum likes to use Gnash.

MASTER HELL BEASTS

BOSS: Supreme Wolf
PRIZE: Large Red Ore x3
ROUND #1: Sr. Mountain Pig x2, Baby Pig x2, Mountain Pig
ROUND #2: Vulture, Falcon Hawk, Roc
ROUND #3: Hammerhead x2, Stonehead
ROUND #4: Wolf, Wolf Leader, Cerberus
ROUND #5: Supreme Wolf x3



There aren't a lot of surprises here. The Supreme Wolves are the big threat, as you probably well know by now; they know a lot of multihit skills, and their Wolf Summon time effect can be a real pain.

MASTER WITCHES

BOSS: Necromancer
PRIZE: Large Aeronium x3
ROUND #1: Witch, Master Puni x2, Sorceress x2
ROUND #2: Enchantress, Master Pig x2, Master Puni x2
ROUND #3: Witch, Enchantress x2, Sorceress x2
ROUND #4: Enchantress, Lantern Jack x2
ROUND #5: Necromancer x3



The biggest problem in this challenge is the final round, where the Necromancers see nothing wrong with using Heaven's Gate repeatedly. Each time it's used, it reduces the current HP of all members of the party by half, setting you up to be easy prey for the Necromancers' other attacks. Shut the Necromancers down as fast as possible with high-Speed brawlers such as Fee and Noin.

MASTER WEAPONS

BOSS: Clockwork
PRIZE: Dragon Horn x3
ROUND #1: Totem x2, Assassin Doll x2
ROUND #2: Assassin Doll x3
ROUND #3: Totemite x2
ROUND #4: Murder Bot x3
ROUND #5: Clockwork



You can pretty much phone this one in. Even the Clockwork is a boss you've already beaten (or will go on to beat, later in this episode), and it lacks any really noteworthy tricks.

MASTER DEMONS

BOSS: Charon
PRIZE: Silver Water x3
ROUND #1: Baphy x2, Maxwell x2
ROUND #2: Bugbear x2, Maxwell, Legion x2
ROUND #3: Enchantress x2, Baphy, Legion
ROUND #4: Succubus, Legion, Evil Beast
ROUND #5: Charon x3

You want your D Res as high as it'll go before entering this challenge, so take off those Demon Rings. Aroma Talismans wouldn't be a bad idea, as various monsters' skills, such as Face!, tend to inflict Paralysis.

For the most part, though, this is simple, although it is a bit dangerous. Some of the most resistant enemies in the game pop up in this challenge.



Dragon's Nest Extra Battles

After you defeat Palaxius, you're given the chance to save your game after the credits. Doing so unlocks a number of options on the main menu, such as a slideshow and a movie theater.

It also makes several new challenges available at the Dragon's Nest. These battles feature many enemies that you can't find anywhere else, several of which would punt Palaxius over the horizon. Only the best *Atelier Iris 2* players can defeat all of these bosses. Are you up to the challenge?

NOTE

Once you've unlocked the Dragon's Nest extra challenges, they'll appear at the Dragon's Nest on every save file on that memory card. You can start a new game, and every time you reach Episode 12, the Legendary battles will be waiting for you.

PREPARATIONS

Each character should be at or close to level 50, with all of their skills, and wielding their final weapon. Extra battles are serious business, and they require serious equipment. (The exception here is Fee, who is arguably slightly better off with the Altena Scythe than she is with the Photon Saber. The Photon Saber has a great Speed boost, whereas the Altena Scythe has higher Attack and D Res.)



Speed may be the most important part of extra boss battles. Noin and Fee should both have learned Quick a long time ago, and unless you specifically need some other accessory to survive, equip them with Speedsters. (There are two available in the game. Mitsue gives you one in Episode 22; the other is in a treasure chest in the Temple of Creation.) Against many of these bosses, a rapid-moving attack team of Noin and Fee, with Gray or Felt as the shield in the front line, is your best hope of survival.



Toward that end, power up Felt, Noin, and Fee. The best way of doing that is to buy lots of Mana from the shopkeeper in the chief's house at Zwital Village. Viese can turn that Mana into the various kinds of stat-boosting Cores, which help advance your stats beyond what they're stuck at. Green, Dark, and Yellow Mana are the most important kinds, because they boost Attack, Magic, and LIFE. When in doubt, boost your stats some more.

Your accessories have to be customized to each battle, so we discuss them in each section's boss strategies.

VERY LARGE MAGICAL BLASTS AND YOU



Noin's Blast skills have been useful mostly as screen-clearing crowd attacks up until this point. In the extra battles, Falcon Blast becomes useful for a new reason: it's pure Magical damage. This allows it to cut through certain bosses' high Defense like a hot knife through butter. It doesn't do a lot of damage, but it does *full* damage, unlike a lot of other skills. Put it back into the attack rotation; you won't be disappointed.

Felt's Final Edge is similarly useful, and does more damage to boot. Use Falcon Blast to clear out bosses' backup, then finish off your primary target with Final Edge.

LEGENDARY PUNI

BOSS: Emerald Puni

PRIZE: Dark Mana

ROUND #1: Puni Rider x4

ROUND #2: Faux Puni x5

ROUND #3: Super Puni, Puni, Puni Queen x2

ROUND #4: Golden Puni x5

ROUND #5: Super Puni, Puni Queen x2, Emerald Puni



After four rounds of easygoing Puni-smashing fun (okay, so Round #2 takes a little while, and you'll need a serious chain combo to take out the Super Punis), here comes the Emerald Puni to harsh your mellow.

This is still the easiest of the Legendary battles, and it probably will be the first one you can beat, but it takes some time and effort.

The Emerald Puni is more annoying than anything else. It's quick and regenerates 999 LIFE and automatically cures its abnormal statuses every time it takes a turn. It can also call down a Meteor Strike for minor physical/Fire damage, but that's nothing. Its sheer staying power is what makes it a problem.





There's no simple way to do this, sadly. The only way to take the Emerald Puni down is to continually pummel it to inhibit its regeneration and build up the Skill gauge, then unleash your best attacks all at once when the Skill gauge is full. Final Edge,

Shadow End, Falcon Blast, Shredding Dragon, and Poe Bazooka are all solid picks. If you're ever going to be able to Break the Emerald Puni, it will be after a Meteor Strike or Overdrive, assuming Quick doesn't kick in.

When it hits the last 10 percent of its LIFE, the Emerald Puni drops Overdrive to increase its Attack but lower its Defense. This should help you finish it off, and grab the Blue Mana it usually drops.

LEGENDARY HELL BEASTS

BOSS: Hell Slayer

PRIZE: Black Mana

ROUND #1: Hammerhead x2, Stonehead

ROUND #2: Roc, Cerberus, Sr. Mountain Pig x2

ROUND #3: Firedillo x2, Supreme Wolf, Sun Eagle

ROUND #4: Supreme Wolf x3, Rhino Beast

ROUND #5: Hell Slayer, Supreme Wolf x4



Take the Supreme Wolves out as quickly as possible before one of them can use Summon Wolf. It's a time effect, oddly enough, and it results in one of your characters taking not-inconsiderable damage every turn for the next five rounds or so. This is not a desirable circumstance.

The Hell Slayer itself is mostly notable for its ultra-high Defense and how it absorbs Fire attacks, making Gray (and his near-compulsory extra Fire damage) a hindrance. Tag him out for Felt, then slowly grind the Hell Slayer down with Charge Attacks. You can inflict Paralysis on the Hell Slayer to make things easier, but that seems to go away every time the Hell Slayer takes a turn. Fortunately, that won't be all that often, because it's one of the slowest bosses. It uses Desire when it's taken 75 percent damage or so, but that doesn't provide it with much of a stat bump.

LEGENDARY SPIRITS

BOSS: Light Princess

PRIZE: Glowing Mana

ROUND #1: Blaze Element x2, Flame Virum

ROUND #2: Shock Element x2, Rhino Beast

ROUND #3: Frigid Element x2, Sun Eagle

ROUND #4: Nocturne Element x3, Necro Hydra

ROUND #5: Dark Princess, Light Princess



about once each round with the Dark Vortex time effect, on top of a variety of heavily damaging Dark attacks such as Hellfire.



the Guts skill, or has a Quicksilver Ankh equipped), or invoke Ice Veil to hit you up with Ice damage once a round. On top of that, both Princesses regenerate 999 LIFE per turn.

The best way to drop the Light Princess is to paste her with a flurry of Under Globes, while letting Felt attack to build the Skill gauge. When you've got three meters, bring Viese out to use Power item with an Under Globe.



The Dark Princess is trickier, because she doesn't have as glaring a weakness. The most damage you can do to her is with magical attacks such as Final Edge or Falcon Blast, and those are tricky to build up to when you have to spend this much time healing. Keep Gray around to absorb Hot Kisses, as he can usually survive them, and use Felt to build meter. Noin's job is to use Cure Crystals to keep the party's LIFE high, occasionally Charge Attack, and fire off Falcon Blast when the meter's available. This is an intricate and complicated process, but it will eventually work. If everyone knows Charge UP and Noin has a decent Magic stat, it will accelerate the process.

LEGENDARY FALLEN ANGEL

BOSS: Snowmaiden

PRIZE: Red Mana

ROUND #1: Darkwing x3

ROUND #2: Lilim, Shadowgirl x2, Totemite x2

ROUND #3: Necromancer x2, Succubus x2, Death Knight

ROUND #4: Lilim x3, Baal

ROUND #5: Darkwing x2, Snowmaiden



The first real trick is making sure you're not critically damaged going into the final battle, because Baal knows Gentleman's Blues. Then, make sure all active characters have high I Res and are wearing Aroma Talismans. The Snowmaiden can invoke a time effect called

Blizzard, which inflicts Ice damage and Paralysis every turn. If that doesn't work, she uses Null Flicker to inflict multihit Ice damage on the entire party, which is somewhat problematic.



That said, the Snowmaiden doesn't do that much damage on her own. She sets up the Darkwings so they can do all the damage. Thus, destroy the Darkwings, shrug off the Snowmaiden's incessant attempts to Paralyze you, and bash her

with whatever comes to hand. She's not immune to physical attacks, thankfully, so this is nice and straightforward.

LEGENDARY ROYALTY

BOSS: Mushroom Prince

PRIZE: Yellow Mana

ROUND #1: Supreme Wolf x2, Triffid x2, Fungo King

ROUND #2: Totemite x2, Totem, Fungo King

ROUND #3: Parafungo x2, Poisonous Fungo x2, Fungo King

ROUND #4: Fungo King x3

ROUND #5: Fungo King x2, Mushroom Prince



This is an amazingly lucrative series of battles. With all these Fungo Kings popping up one right after another, you'll clean up on coin.

Then, of course, you run into the Mushroom Prince. This fight can go on forever. He's fast, he has high Defense, he doesn't do a lot of damage (his attacks are really more like insults than anything else), he has 50,000 LIFE, and he regenerates 9,999 LIFE per round. You need to put together a huge chain combo just to put a crimp in the Mushroom Prince's style.



Basically, you have to be astonishingly powerful to win this fight. It's not a question of survival; it's a question of damaging the Mushroom Prince faster than he can heal himself, and that is rather difficult. You can land an occasional combo on

him, and when you do, pull out the big guns. Gray's Dragon Ruin, Viese's Power Item used with an Element Blaze, and a few Falcon Blasts will do the kind of damage you're looking for, but you need to be ridiculously overleveled before they do enough damage. In a perverse way, this is the most difficult battle in the game.

LEGENDARY DEMONS

BOSS: Hell Legion

PRIZE: Green Mana

ROUND #1: Legion x2, Shadow Legion

ROUND #2: Lilim x2, Baal, Death Knight

ROUND #3: Shadow Legion x2, Baal

ROUND #4: Flame Virum, Baal

ROUND #5: Hell Legion, Baal x2

As you might expect, this challenge is all about Dark attacks and Curse. Baal is, again, the big threat here, mostly because of Gentleman's Blues. If that goes off, it's worth about half their current LIFE's worth of damage to the entire party, plus Curse status for anyone not wearing a Magic Pipe.



Fortunately, if you have such items equipped and you take out the Baals first, the final round's actually quite easy. Hell Legion regenerates 999 LIFE each round and knows a couple of annoying skills such as Hellfire and Nightmare (the latter of which is

worthless if you've got your Magic Pipes equipped), but he's got no real game beyond that. He lasts a while, but you should be able to take him down without a problem.

LEGENDARY IMMORTALS

BOSS: Shade

PRIZE: Blue Mana

ROUND #1: Phantom x2, Virum Zombie x2

ROUND #2: Sun Eagle, Necro Hydra

ROUND #3: Succubus x2, Necromancer, Death Warrior

ROUND #4: Necromancer, Necro Hydra, Death Knight x2

ROUND #5: Shade, Night Aroma x2

The two Night Aromas with the Shade heal 999 damage every turn, can use Nightmare to put the entire party to sleep, and can evoke a time effect called Dark Mist. This lowers the party's Defense and does mild damage every turn. This follows hard upon the Night Aroma's Poisonous attacks, and the Shade's habit of using Mind Blast and Blasphemy to inflict minor and major damage, respectively. Mind Blast can also put a single target to Sleep, but the Dark Mist usually wakes him or her right back up. The Shade can also drop a single character instantly with Dark Sphere.



The Shade does not regenerate but is immune to physical attack. With the Night Aromas gone, it usually just uses Mind Blast over and over, and goes down easily.

LEGENDARY DARK DRAGON

BOSS: Dragonia

PRIZE: Dark Mana

ROUND #1: Uni Virum, Mega Virum x2

ROUND #2: Frozard x3, Flame Virum

ROUND #3: Virum Zombie x2, Necro Hydra

ROUND #4: Flame Virum x2, Necro Hydra

ROUND #5: Flame Virum x2, Dragonia



Equip Fire Brands and Aroma Talismans before you step into this ring. The high population of Flame Virums in this challenge means you'll be eating Tera Flame approximately 3,000 times, and most of the rest of the locals know Paralyze Bite.

Facing two Flame Virums at once is never fun, and that's the true challenge of the final round. Dragonia is a high-LIFE dragon that specializes in inflicting abnormal statuses. It likes to use Bite of Plague to lower a single character's Attack, Death Cloud to inflict Poison on all characters, and Howling to nail the whole party with Knockback. Without the Flame Virums to back it up, it has precious little game.



LEGENDARY DARK CLAN

BOSS: Underground Queen

PRIZE: Black Mana

ROUND #1: Charon x2, Shadow Legion, Lilim

ROUND #2: Death Knight, Vorpall Sword x2

ROUND #3: Elda, Enchantress x2, Book Eater x2

ROUND #4: Wild Cat, Necromancer x2, Death Knight x2

ROUND #5: Mahou Shoujo x2, Underground Queen



The Underground Queen, regrettably, is the second coming of the Light Princess, complete with Hot Kiss. Her Mahou Shoujo escort makes things difficult with Helios Shot (multielemental damage to a single target) and Acid Cloud (a time effect that deals mediocre damage and Defense Down to the entire party).

There's no real way to prepare for all of the status attacks that will be thrown at you in this challenge, so focus on your Speed. It's a good idea to be immune to sleep status, though, lest the Book Eaters in the third fight take you apart.



Fortunately, the Underground Queen does not regenerate every turn, nor is she immune to physical attack. She does know Heaven's Gate (which cuts all active characters' current LIFE in half, and sets you up nicely for Hot Kiss), but she's not as formidable as the Light Princess was. Her main role in this fight is to complicate your life while you neutralize the Shoujos, but if you've still got characters on the field when the second Shoujo goes down, it's all over but the shouting.

LEGENDARY WEAPONS

BOSS: Amalgam

PRIZE: Glowing Mana

ROUND #1: Quetzalcoatl

ROUND #2: Elecoatl

ROUND #3: Skycoatl

ROUND #4: Suncoatl

ROUND #5: Amalgam



If you can beat Amalgam, you can pretty much put this game away. The bosses leading up to it are tough, but you can deal with them by abusing the power of Brand accessories. Quetzalcoatl hasn't stepped up its game much, and the three bosses after it are most dangerous because of their powerful Lightning, Ice, and Fire multihit attacks. With the right Brand, you can actually be healthier after those attacks than you were when they started.



Amalgam, however, is on a wholly different plane of achievement. It does not have a single move in its arsenal that does not have the potential to cause instant death, whether it's the one-hit kill of Elemental Extraction, the multiple-status-inflicting Ether

Light, Reason's Requiem (a Dark attack that does less damage than its buildup would lead you to believe), or the ridiculously high damage of its Ether Ray. Use Guts and Dodge/Block to minimize the chance that characters will drop, but they often will anyway.

On top of that, Amalgam also regenerates 999 LIFE a round, and gets that twice if it goes for a delayed skill like Elemental Extraction. It only has one real Achilles heel, and that's a low resistance to Lightning effects. Mix up a bunch of Astral Globes and Thunder Rods before you enter the fray, and max out your Lightning Elements so you can make more on the go. You'll also want plenty of Altena Jars, to bring back deceased characters.

A decent accessory loadout for this bout is to equip Felt, Gray, and Poe with Fire and Ice Brands, then give Noin, Fee, and Viese Lightning Brands and Speed-boosting accessories like Speedsters or Angel Feathers. The guys can take out the bosses leading up to Amalgam, and the girls can go up against Amalgam. You'll need their enhanced Speed.



Don't worry about healing; you're taking too much damage for that anyway. Just focus on keeping characters upright and free of abnormal statuses, with Healing Light, Altena Jars, and, as a last resort, Cure Crystals. This will be a very long fight, no matter how powerful your characters are. If you can pull off a victory, you are unquestionably a master of *Atelier Iris 2*.



Press your attack with Final Edge, Astral Globes, Element Blazes, and the occasional volley of Charge Attacks to build meter. Beating Amalgam is a delicate process; you must continually resurrect the characters he takes out while simultaneously doing at least 1000 points of damage per round.



THE ULTIMATE HAMMER BRAVES

BOSS: Instant Brownie

PRIZE: Red Mana x3

ROUND #1: Mad Brownie x3, Puni Rider x2

ROUND #2: Puni Rider x3

ROUND #3: Sentry x2

ROUND #4: Puni Rider x2, Blaze Element

ROUND #5: Instant Brownie x3

Once you've cleared all the Legendary battles, you quietly and with a total absence of fanfare unlock this fight.

The Blaze Element in the fourth round is a high-damage attacker that absorbs Fire damage. You need to grind him down gradually with magically-charged attacks like Final Edge, while healing up from his lethal slaps and bodyslams. He can also use Tera Flame, so anti-Fire counter-measures aren't a bad idea.



As for the Instant Brownies, the bad news is that there are three of them, they regenerate slightly each round, they're faster than you are (you can slap a Speedster and an Angel Feather on somebody like Fee and they'll still go more often than she

will), and they chiefly attack with a skill called Exaton Hammer, which does *tons* of damage. It's rare that a character can withstand being hit by Exaton Hammer more than twice. Fortunately, you can minimize the risk with Block, Dodge, and Guts.

They can also use Comet Dive to drop a meteor on your head, but that's just a little Fire damage. Use Fire Brands to offset it and get back to the fight.



This is going to be a bloody brawl. Amalgam was at least polite enough to only knock one character out a round, but the Instant Brownie brigade can take out three characters every turn if you're unlucky. Just keep slinging Altena Jars

whenever somebody goes down, and gradually wear down one of the Brownies at a time.



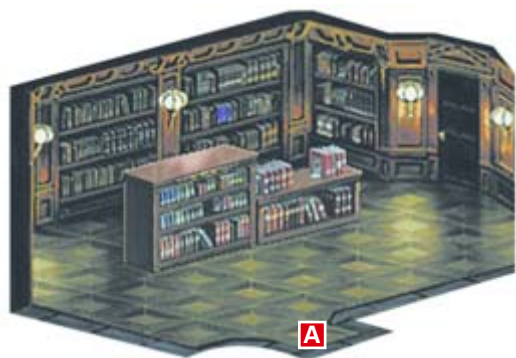
Maps

This map section shows all the areas in the order that you encounter them during the game. If you've already been to an area but the story calls for you to backtrack to it later, you'll need to flip back to that map in this section. Just follow the walkthrough and you'll be sure of where you need to be and what you need to do.

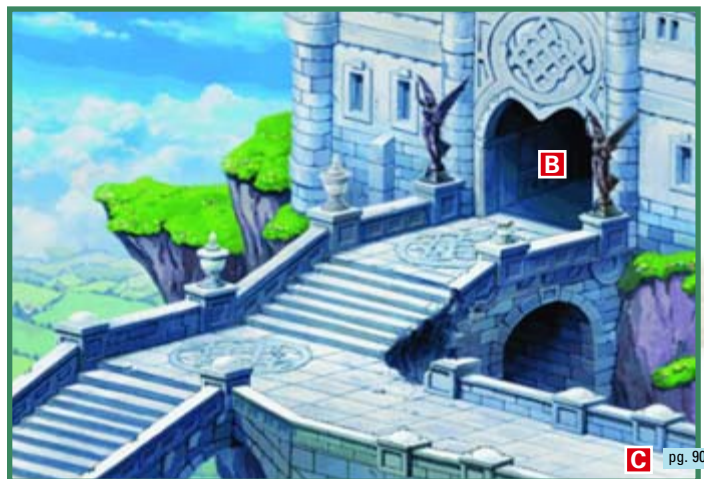
Also, some of the chests cannot be opened when you first encounter them and some areas of a map cannot be accessed right away. Hermes' Key is needed for silver chests and Megido's Key is needed for the gold and black chests and doors. Plus, you'll encounter rocks that block off certain areas and can only be destroyed with bombs. When you get the recipes for the items that will allow access to those chests and areas, be sure to backtrack through the maps and find them all.

LEGEND		
		
Regular Chest	Hermes' Key Chest	Megido's Key Chest
		
Element Bag	Hermes' Key Door	Megido's Key Door
		
Save Point	Tempered Boulder (need bomb to clear)	Grapple Point (need Grappling Hook)

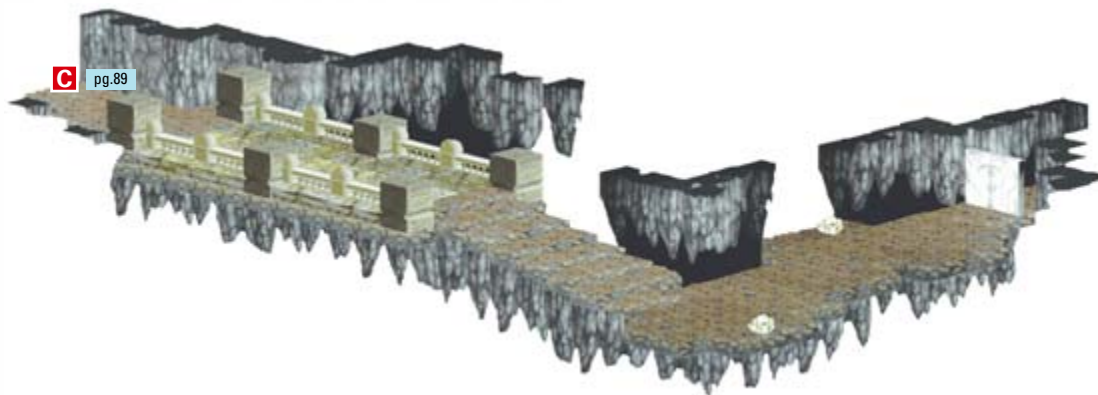
EDEN TEMPLE



Temple of Creation
Entrance
(Episode 22)
pg. 170



pg. 90



NOIR

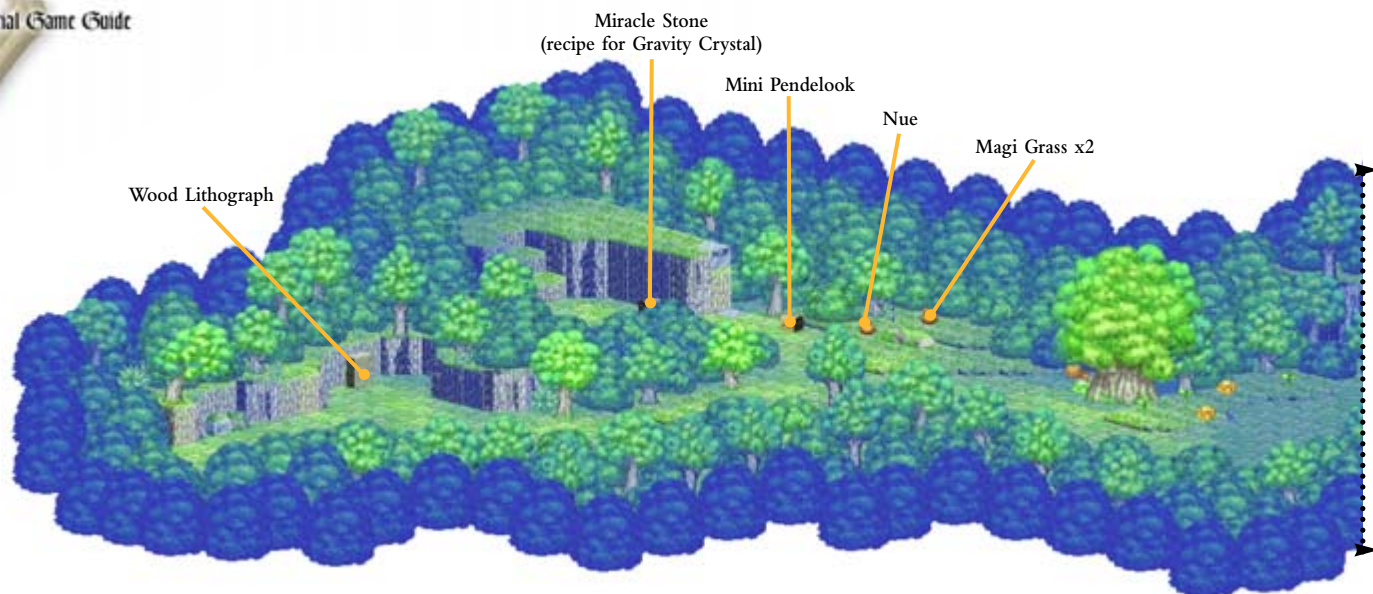


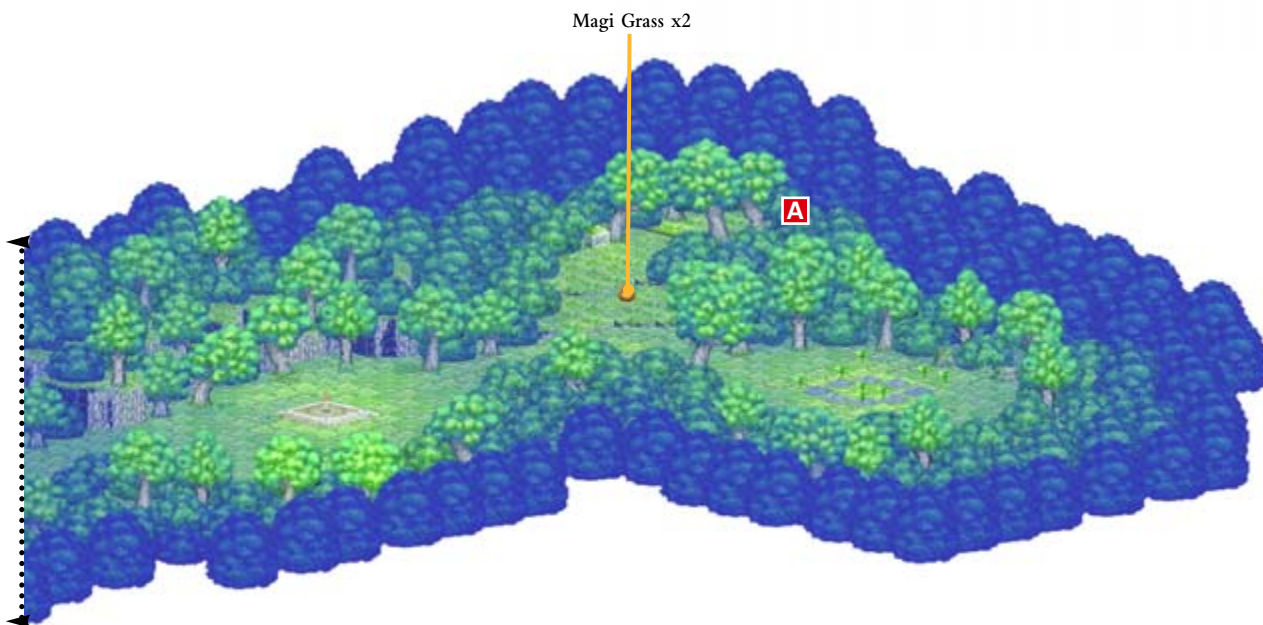


BELKHYDE GATE

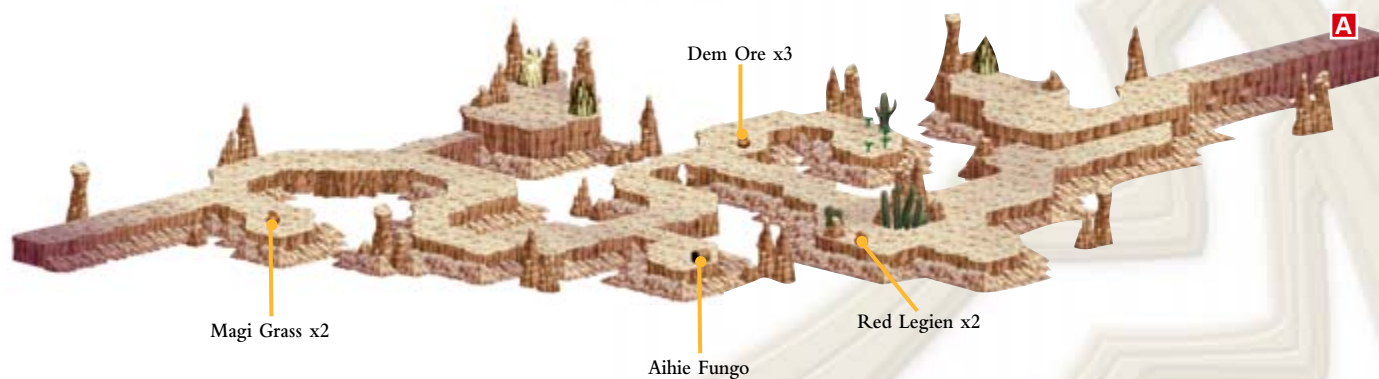
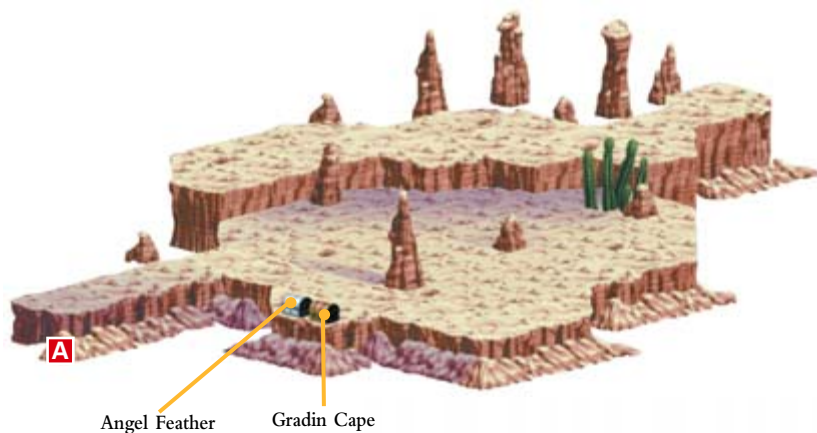


MARMEL FOREST





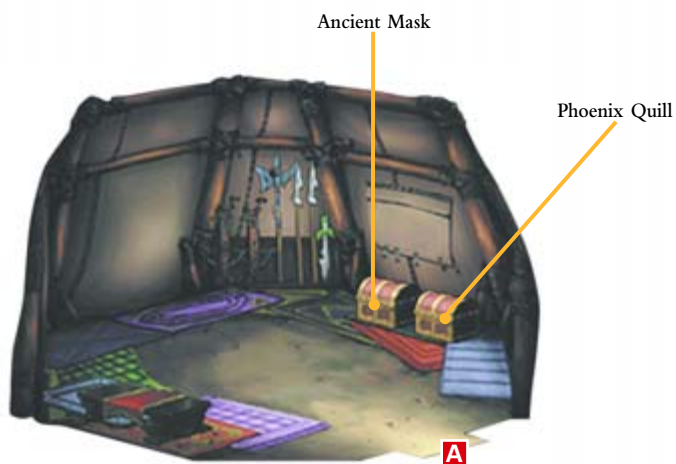
BELKHYDE DESERT



OASIS



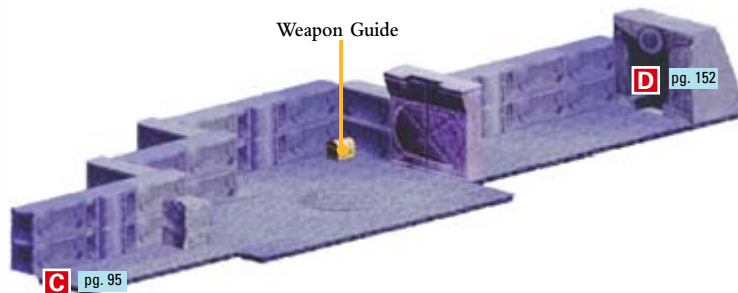
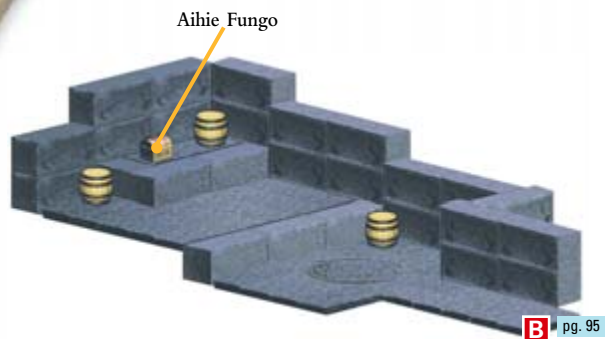
TATALIA VILLAGE



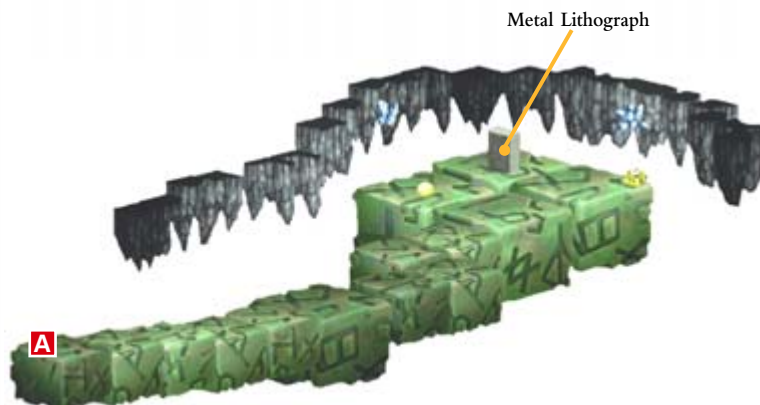


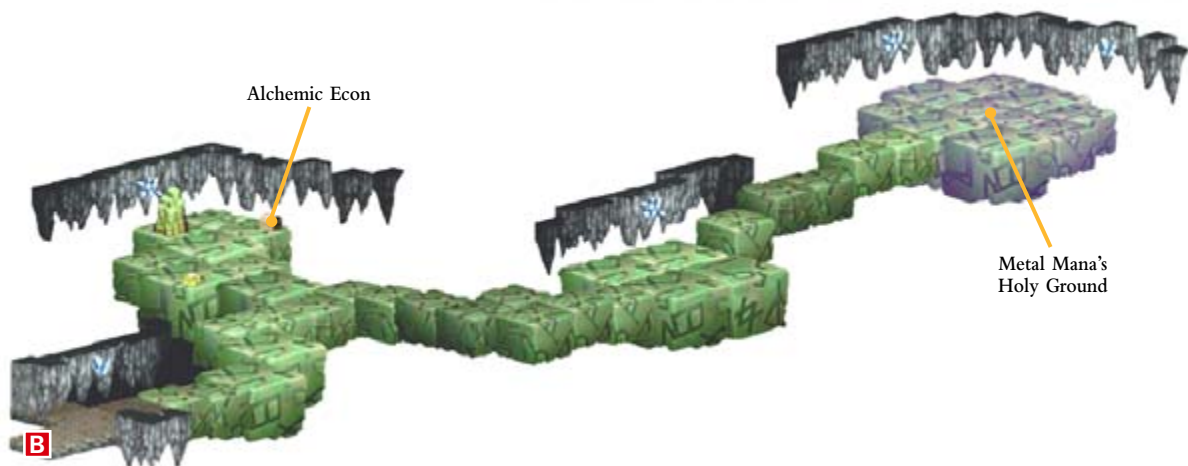
GREAT DESERT RUINS



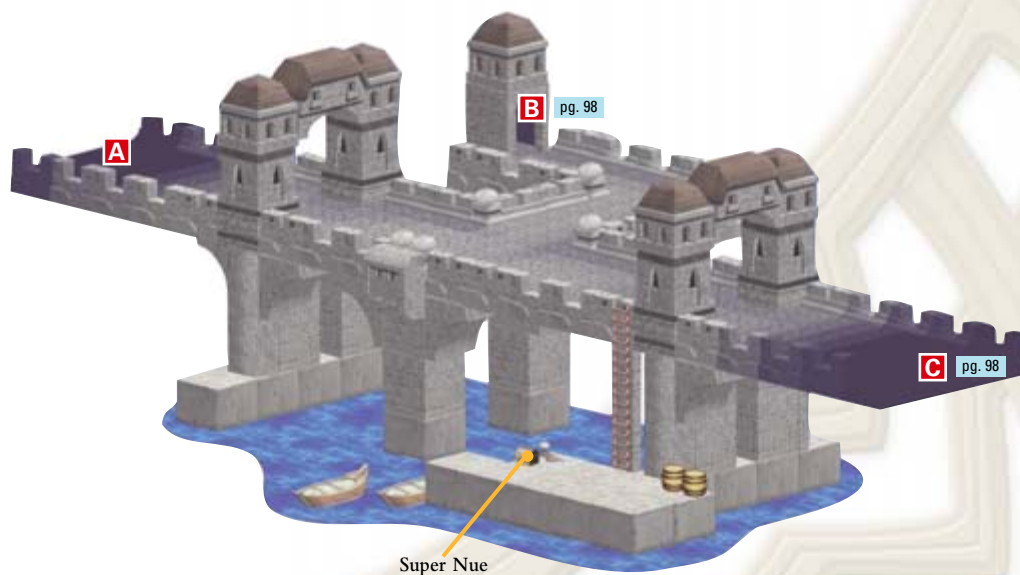
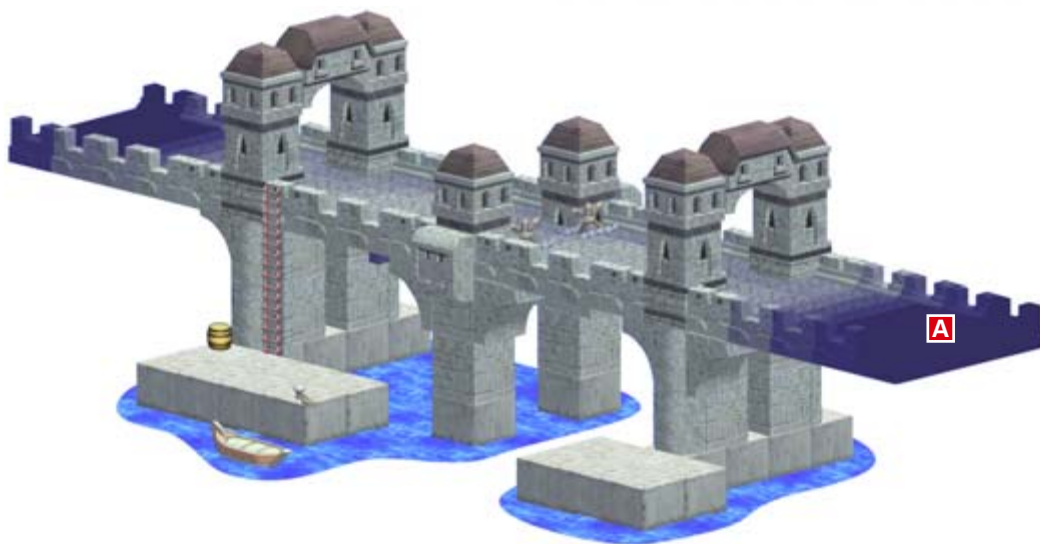


METAL CAVES



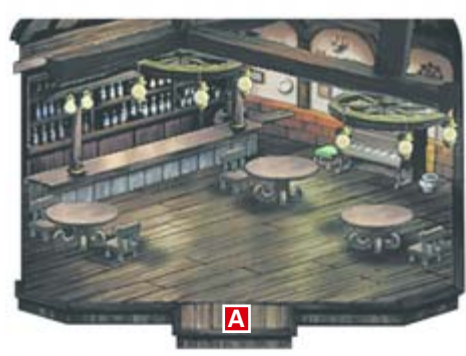


WEST REGENBOGEN





RIESEVELT BACK ALLEY



RIESE PALACE GATE



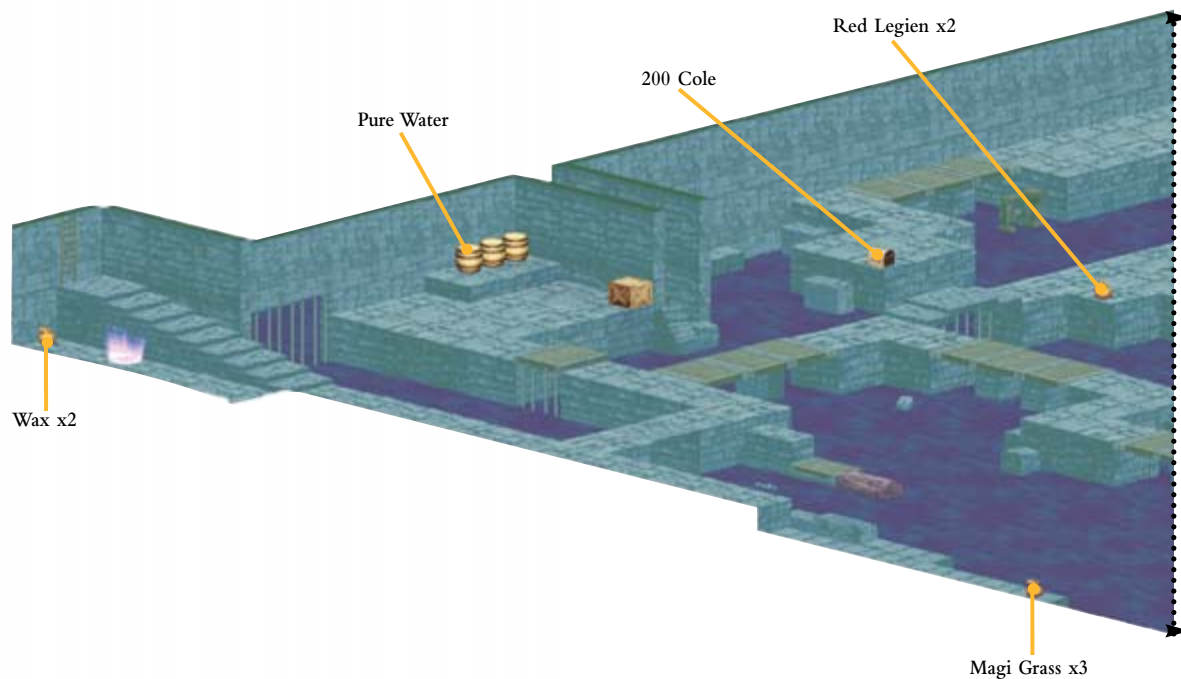
GREAT Lighthouse



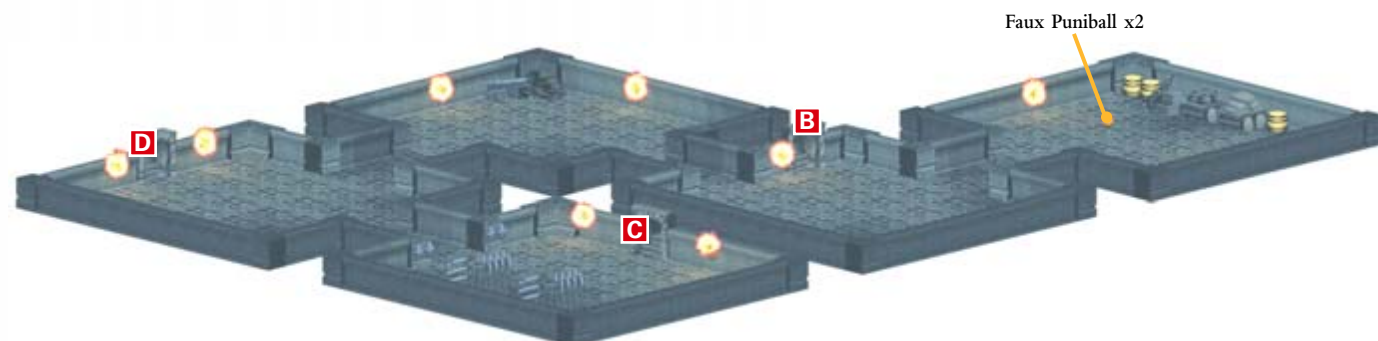
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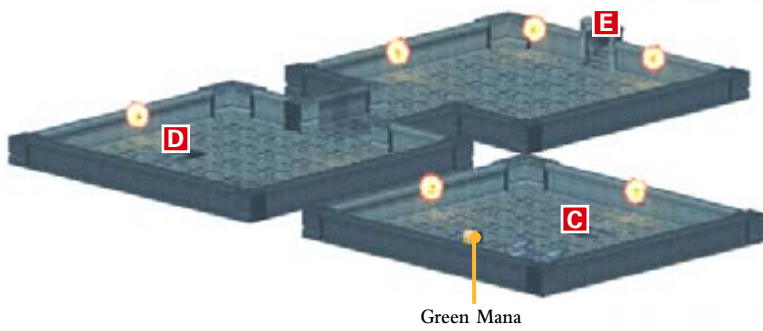
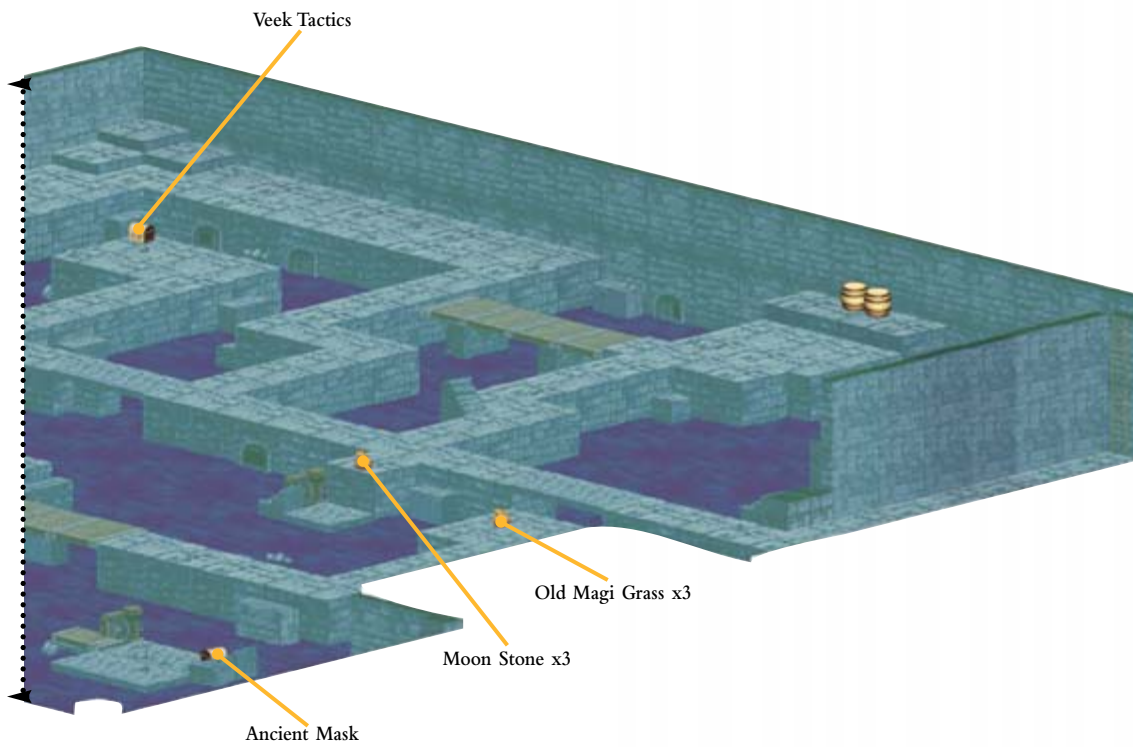


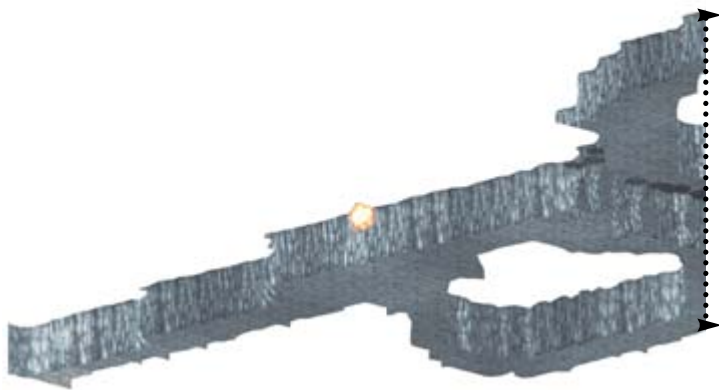
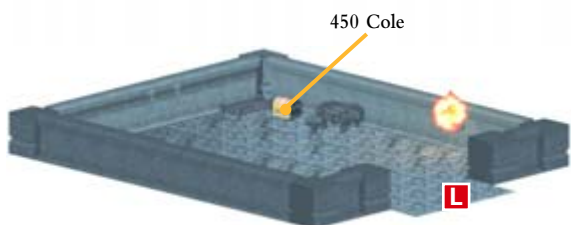
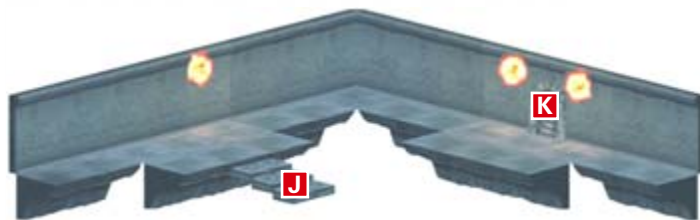
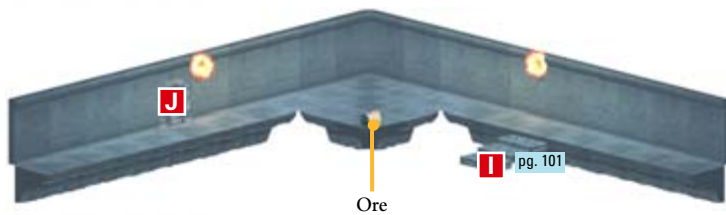
RIESEVELT SEWER



GREAT LIGHTHOUSE

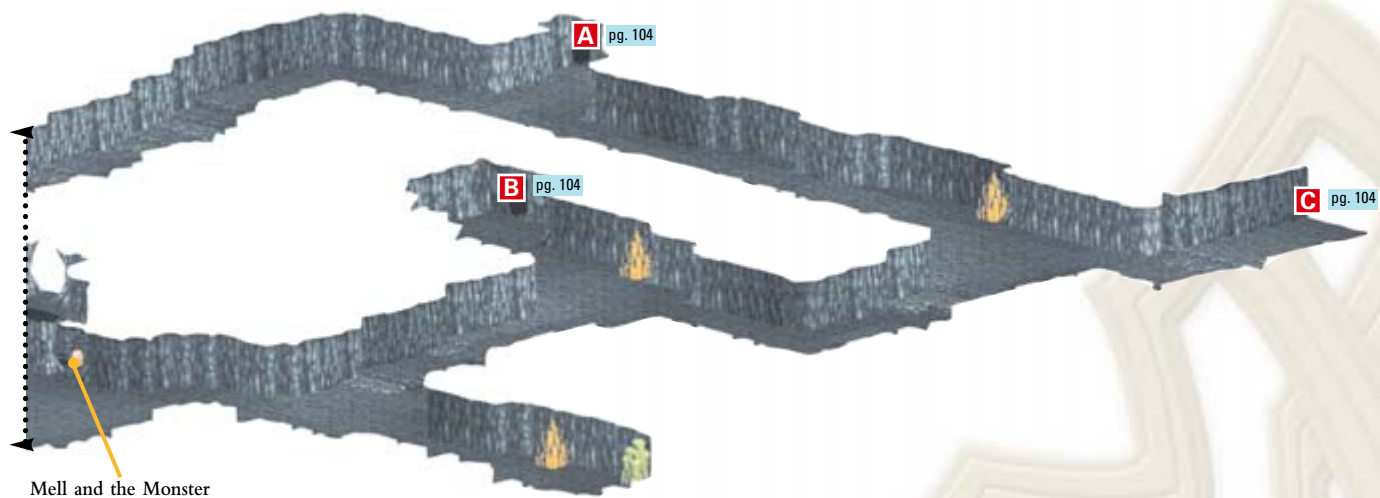


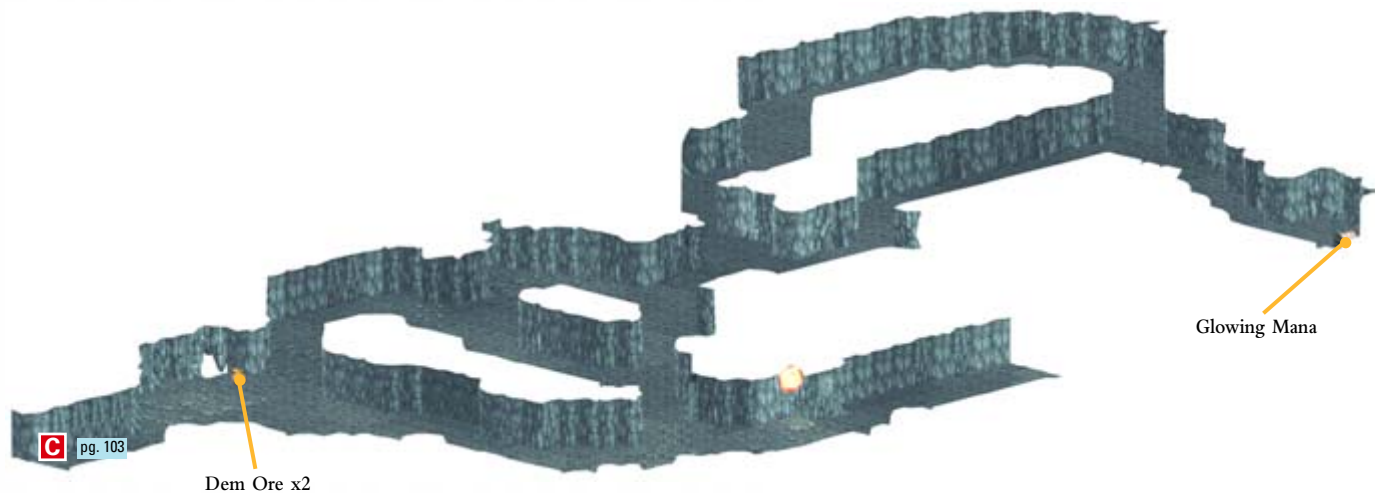
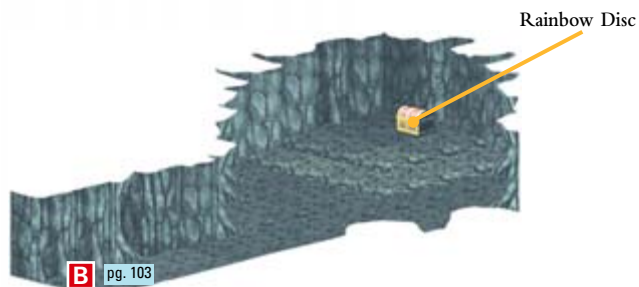
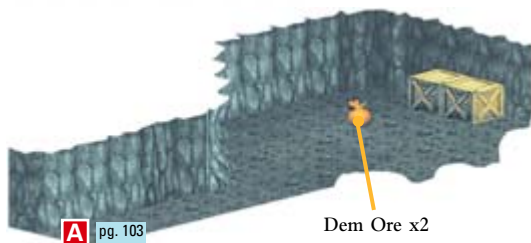




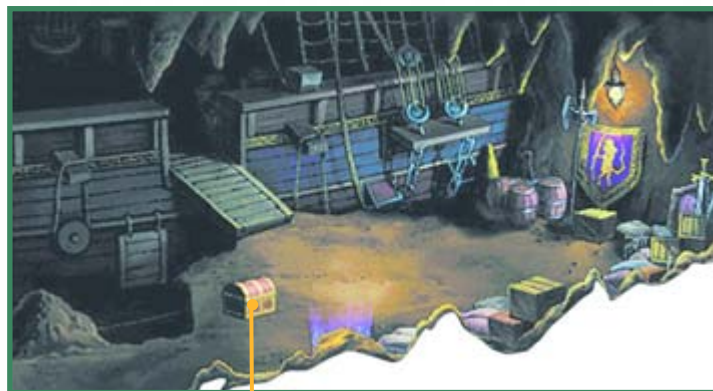


NORTH CAVE



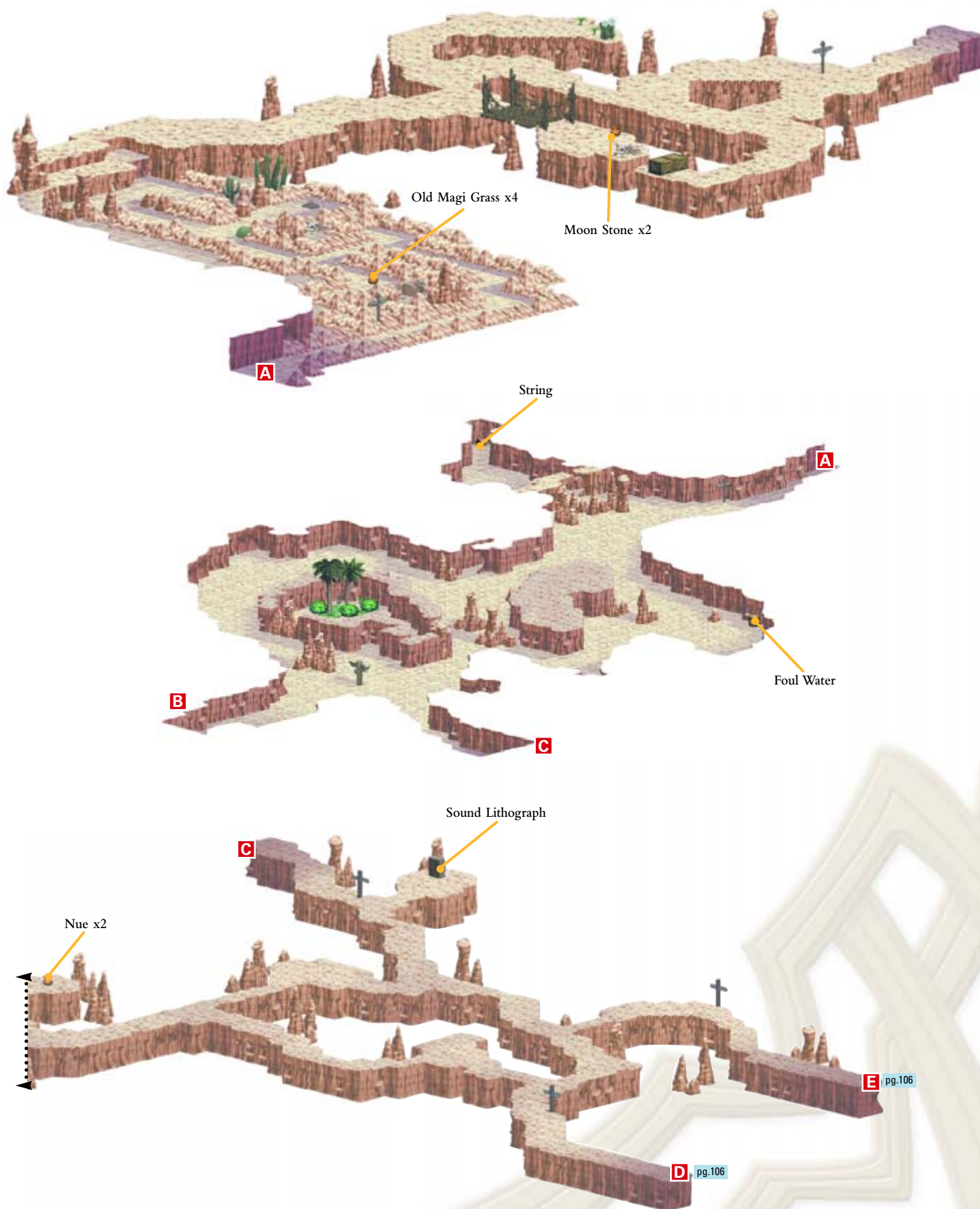


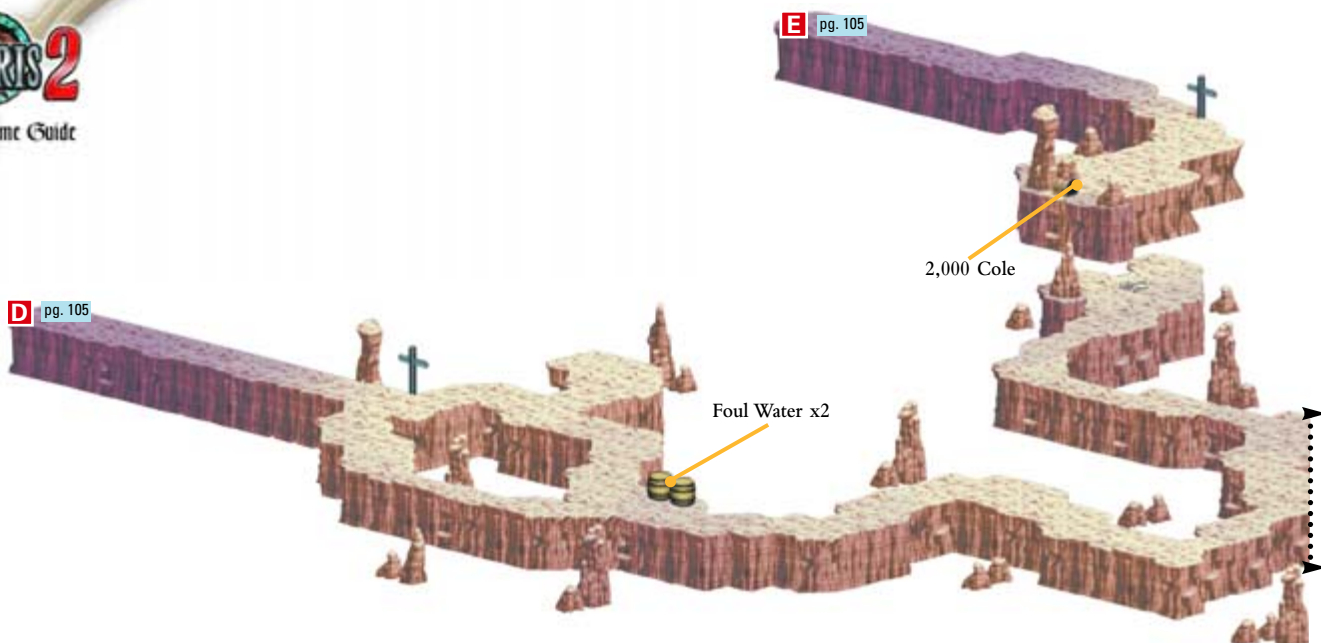
Max's CAMP



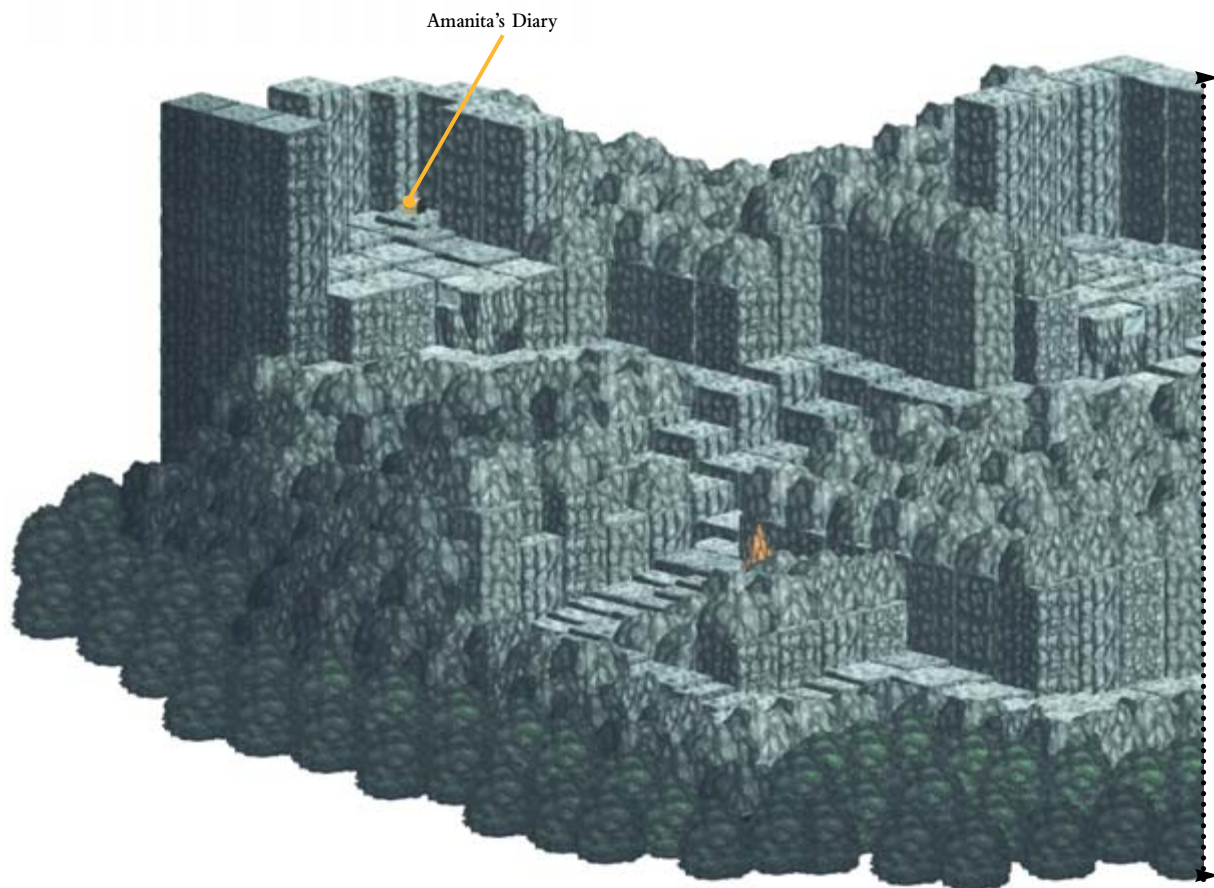
Mythology 2
(recipe for Item Wish)

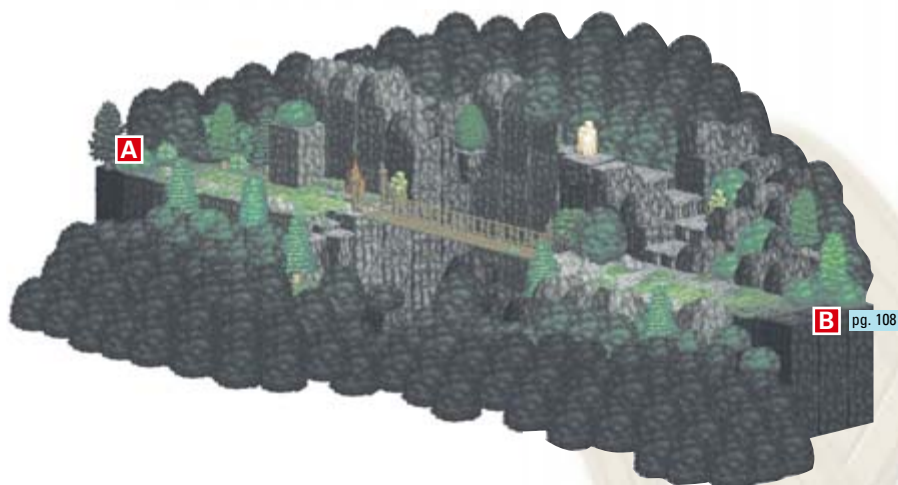
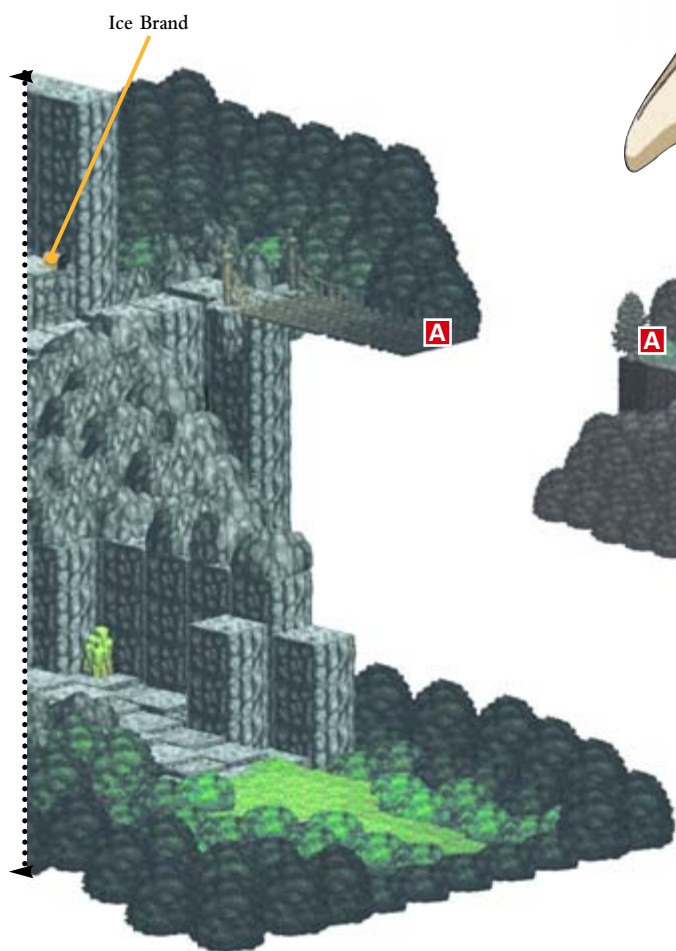
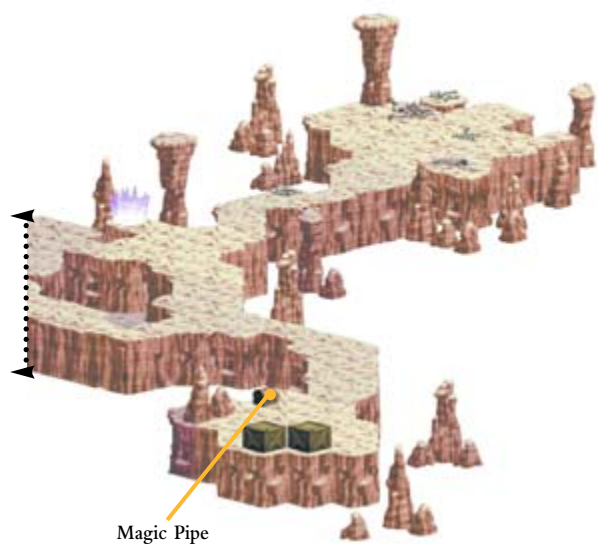


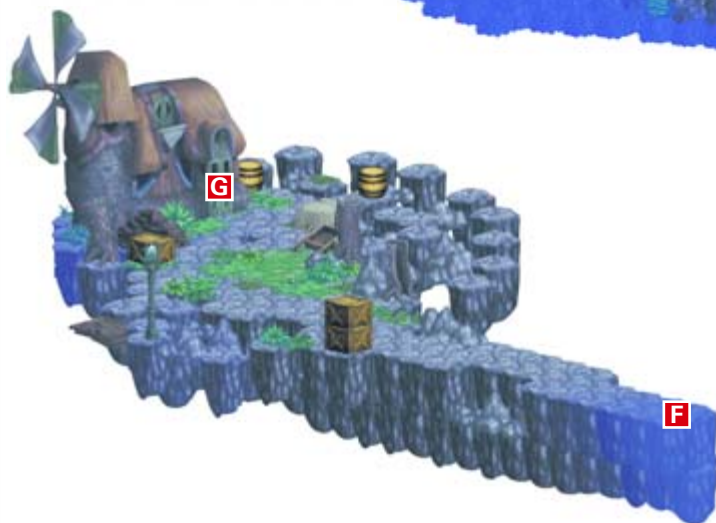
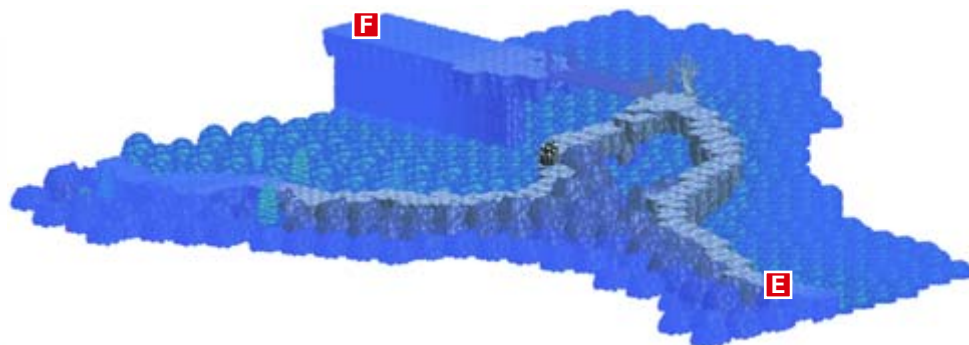
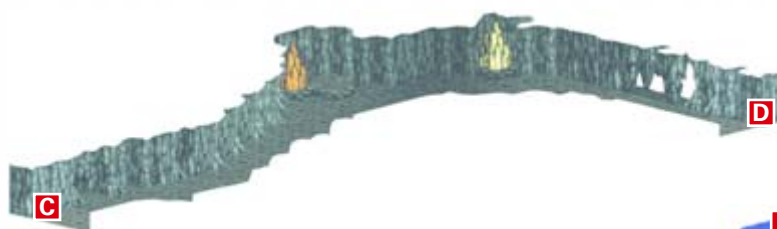
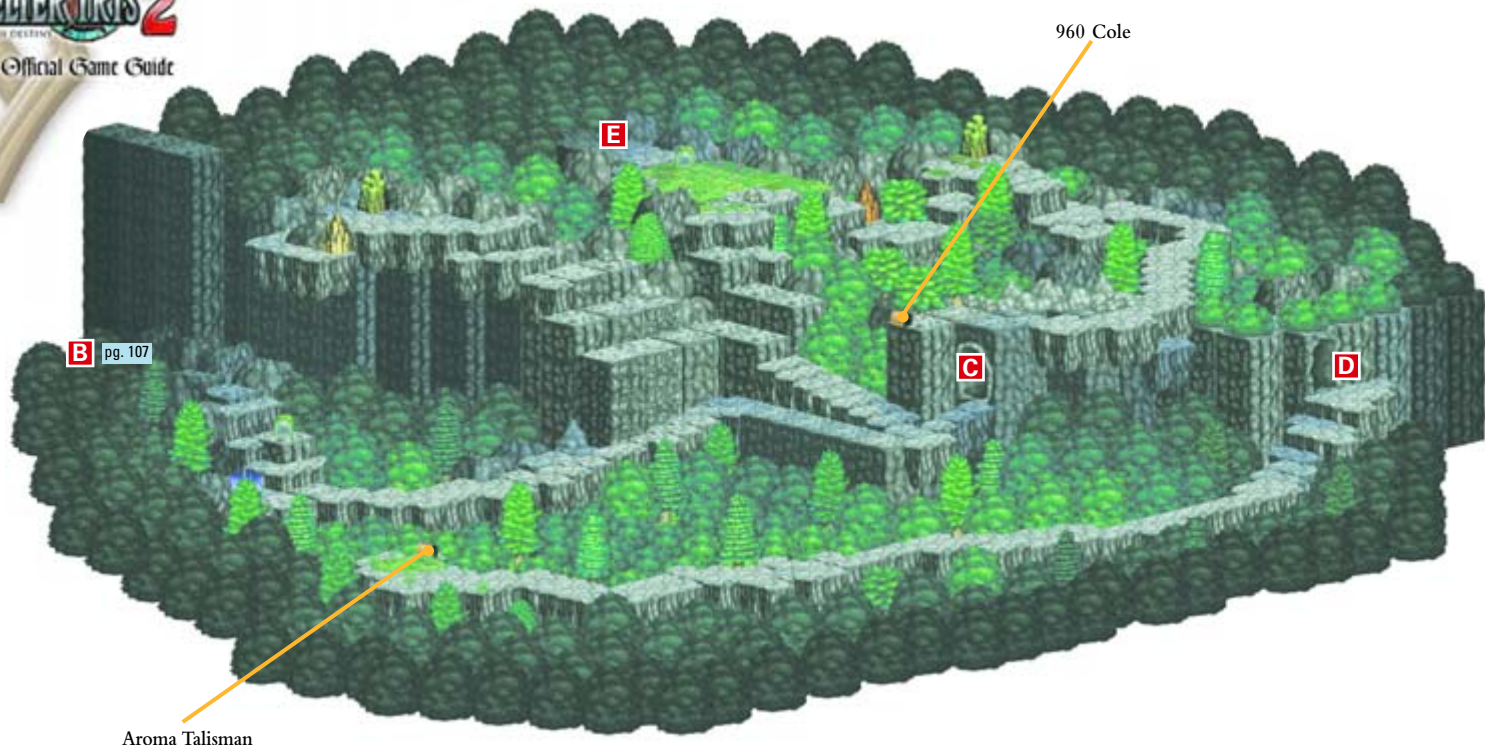




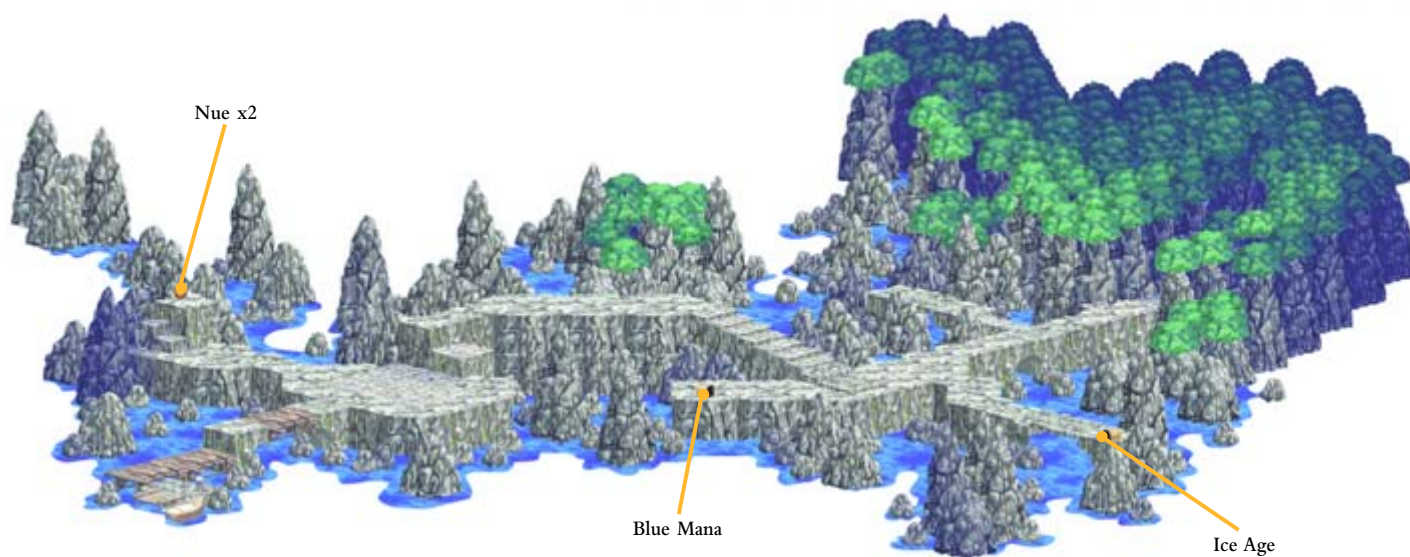
HOLY PATH



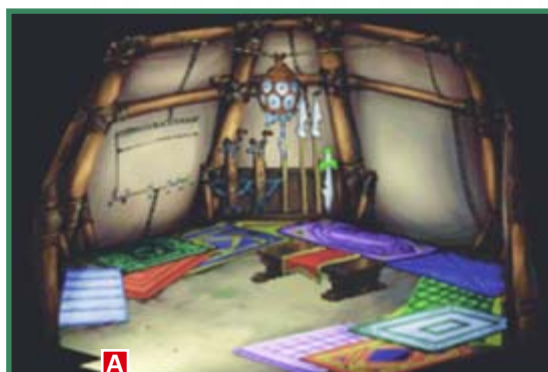
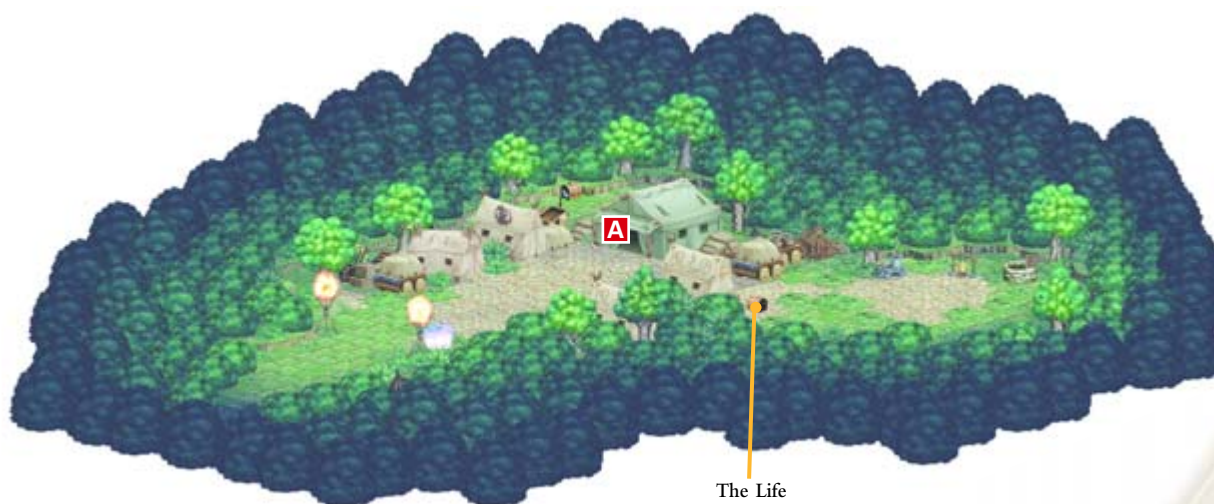




EAST COAST HIGHWAY

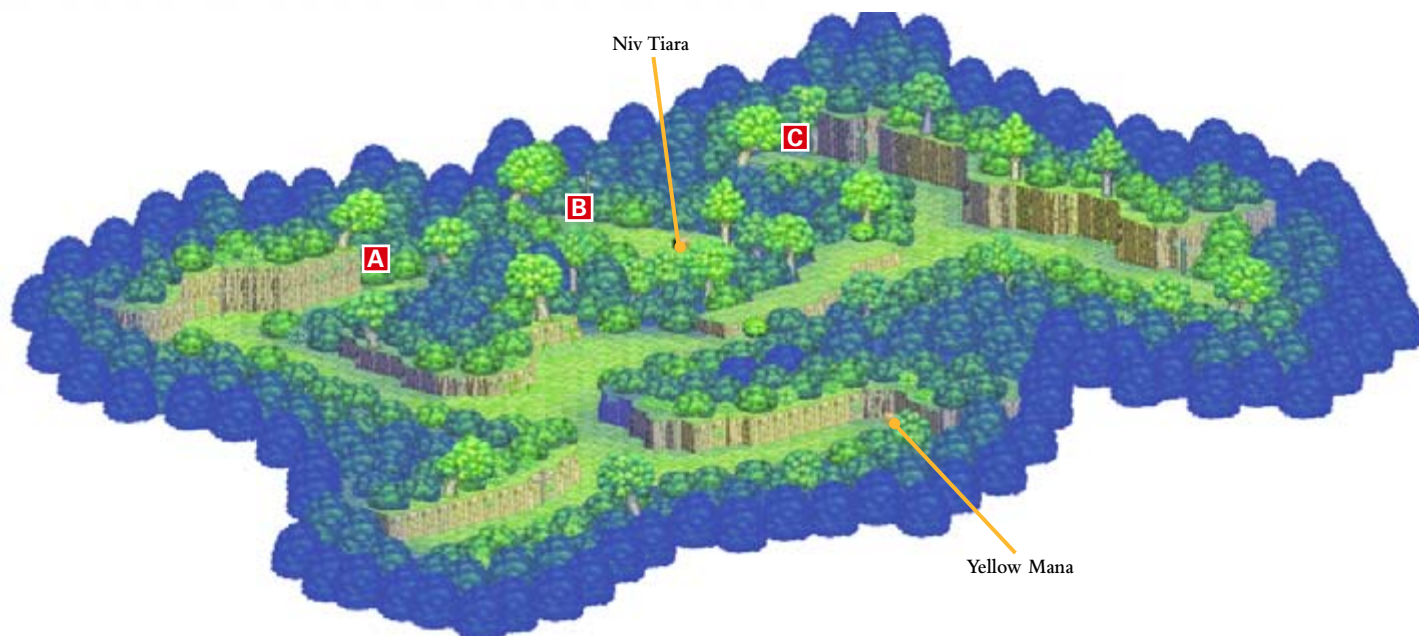
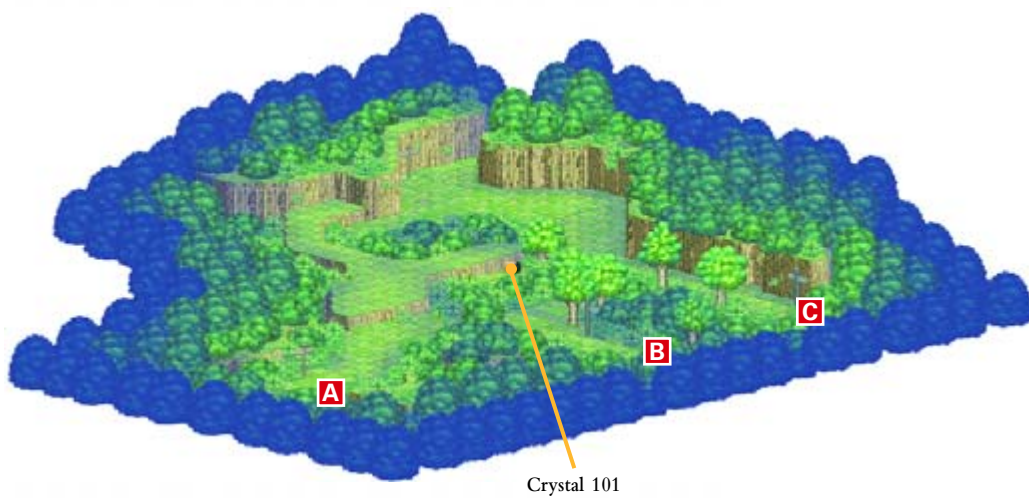


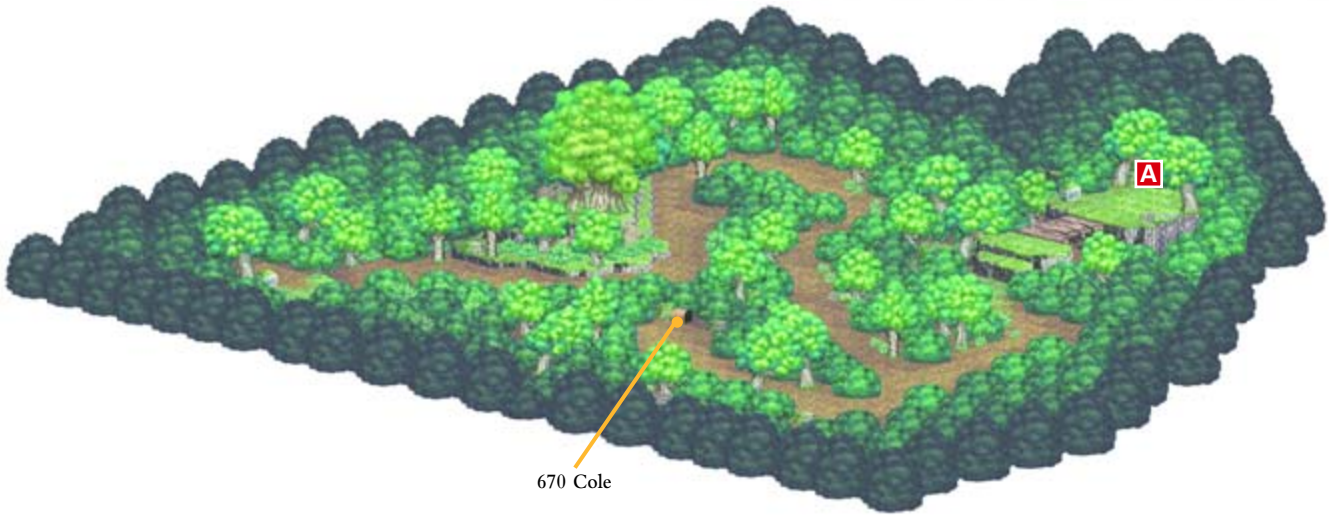
MAX'S CAMP





WEST SESSIER PLAIN

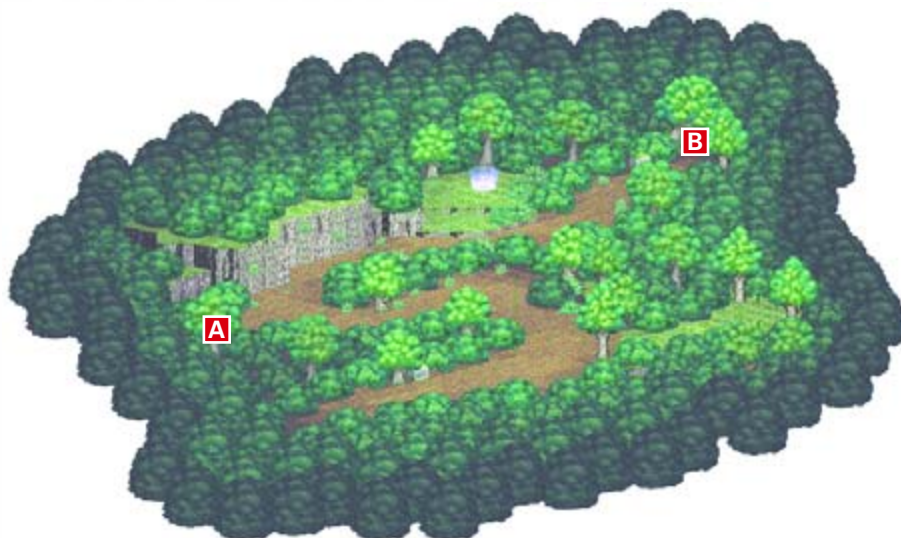


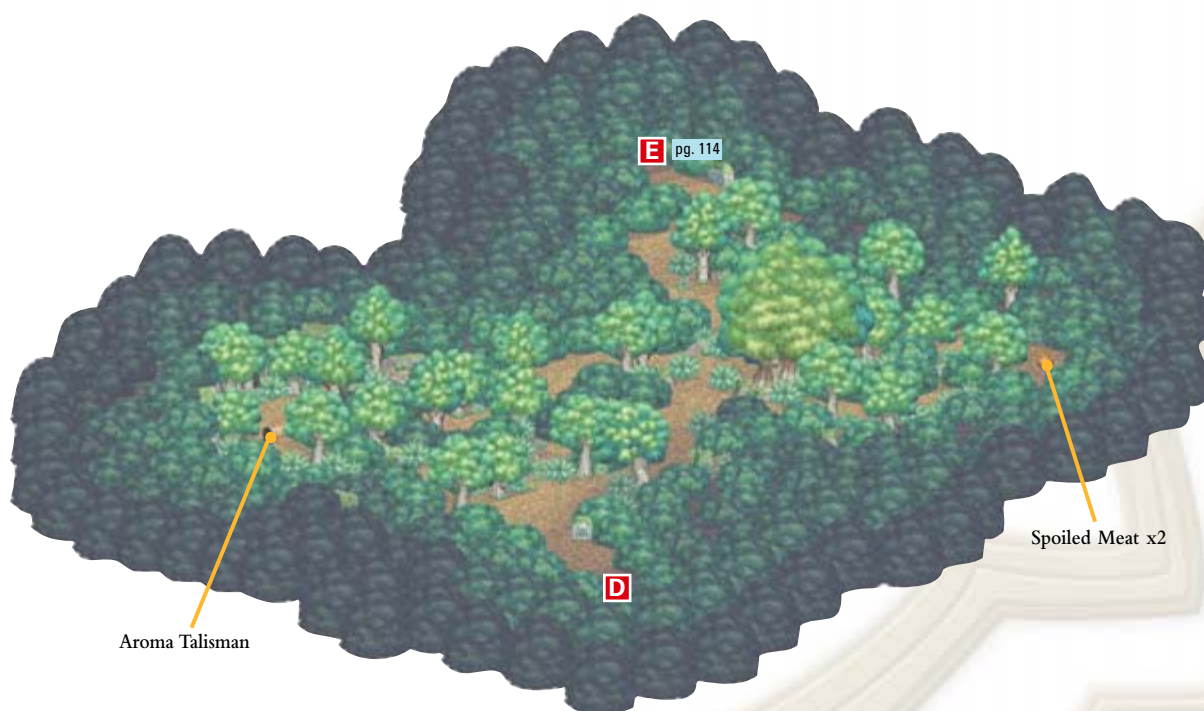
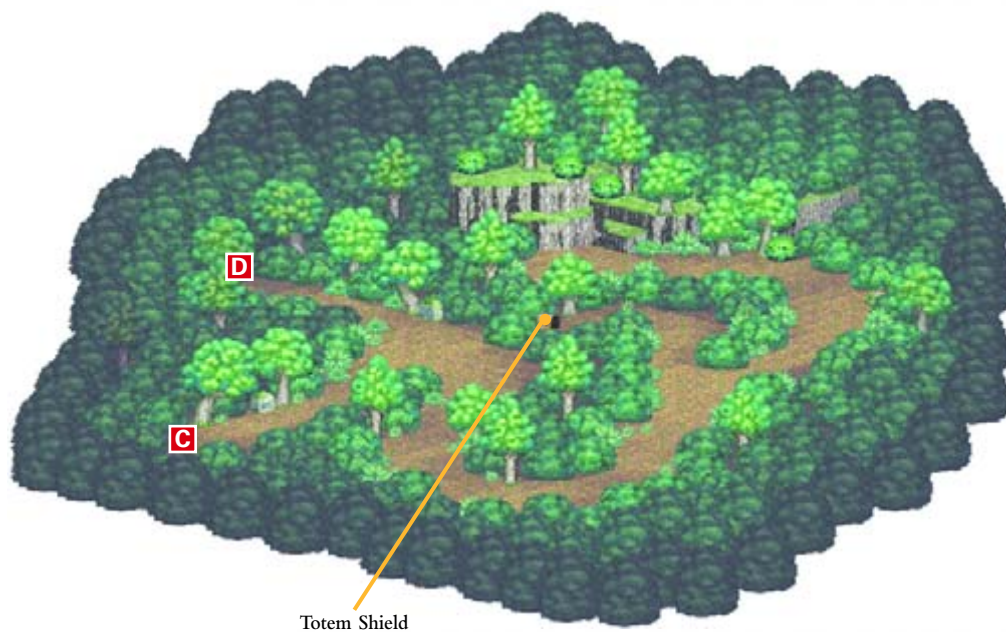


FORT ZEYUNG GATE

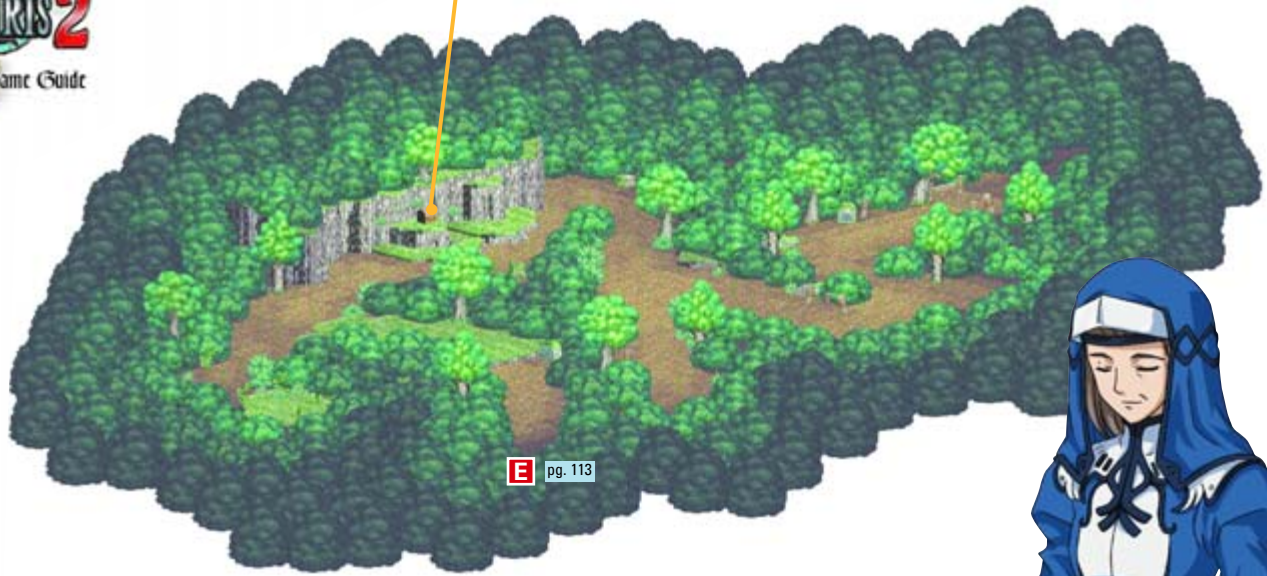


ALTENA FOREST





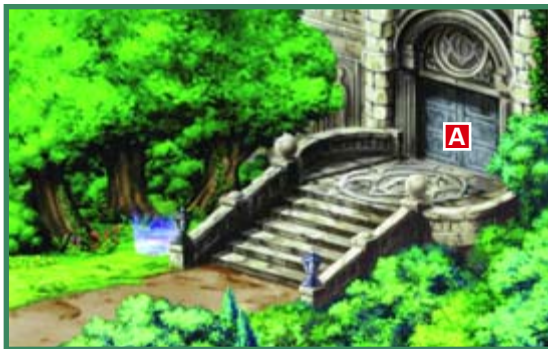
Experiment

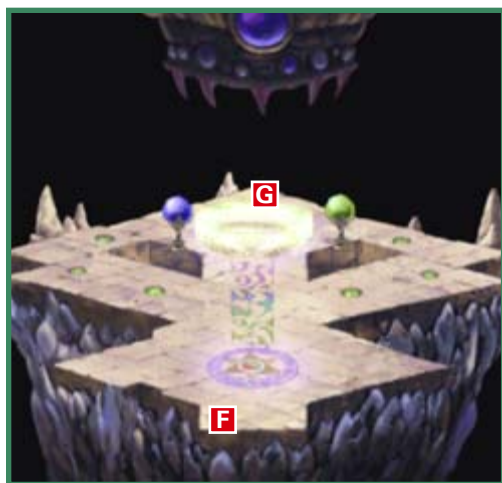
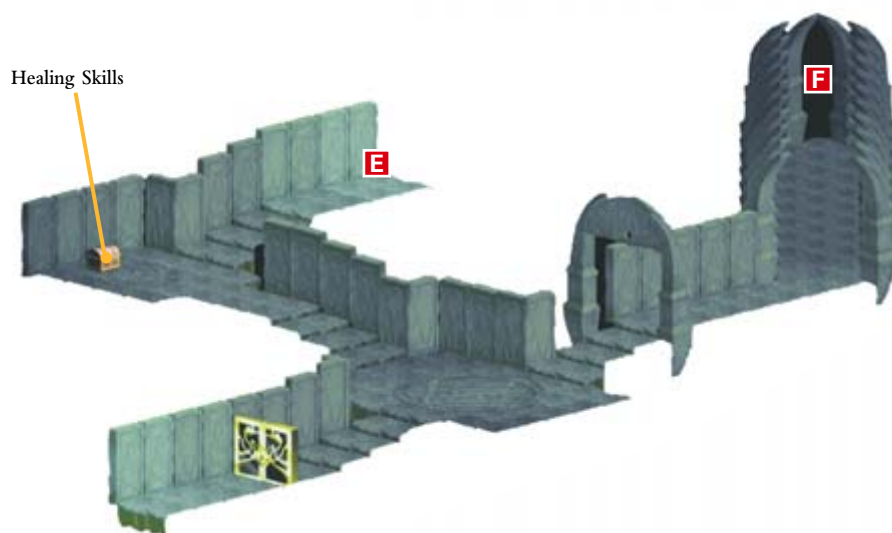
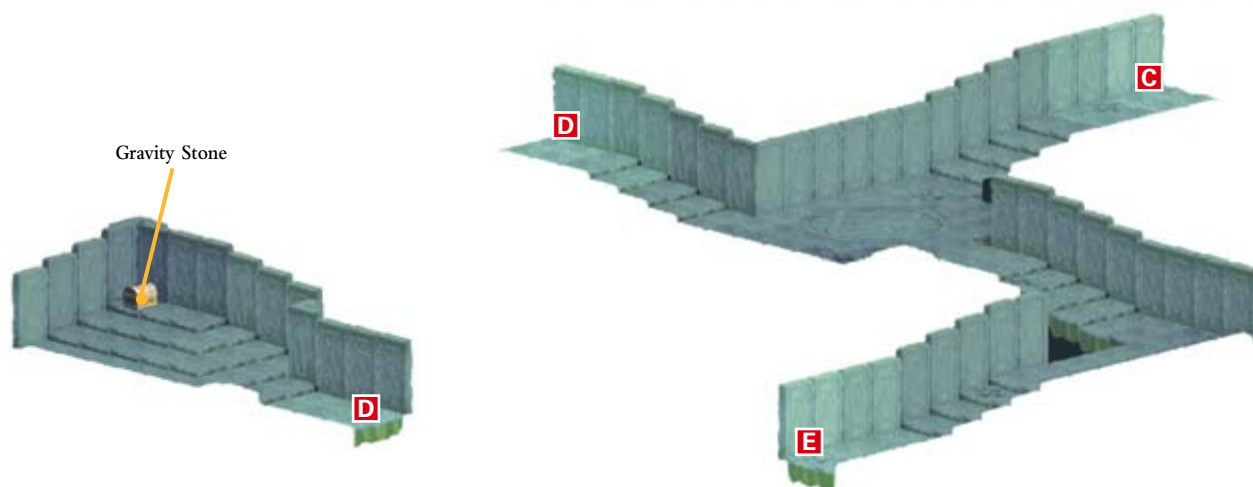


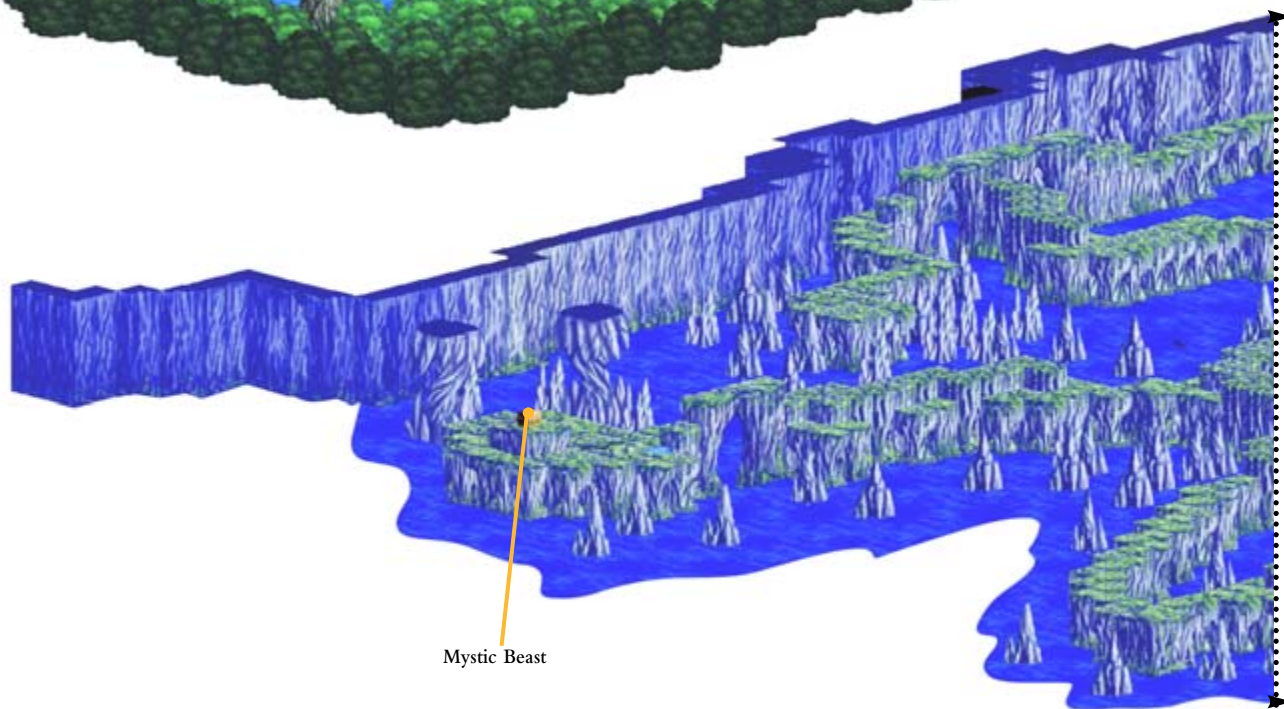
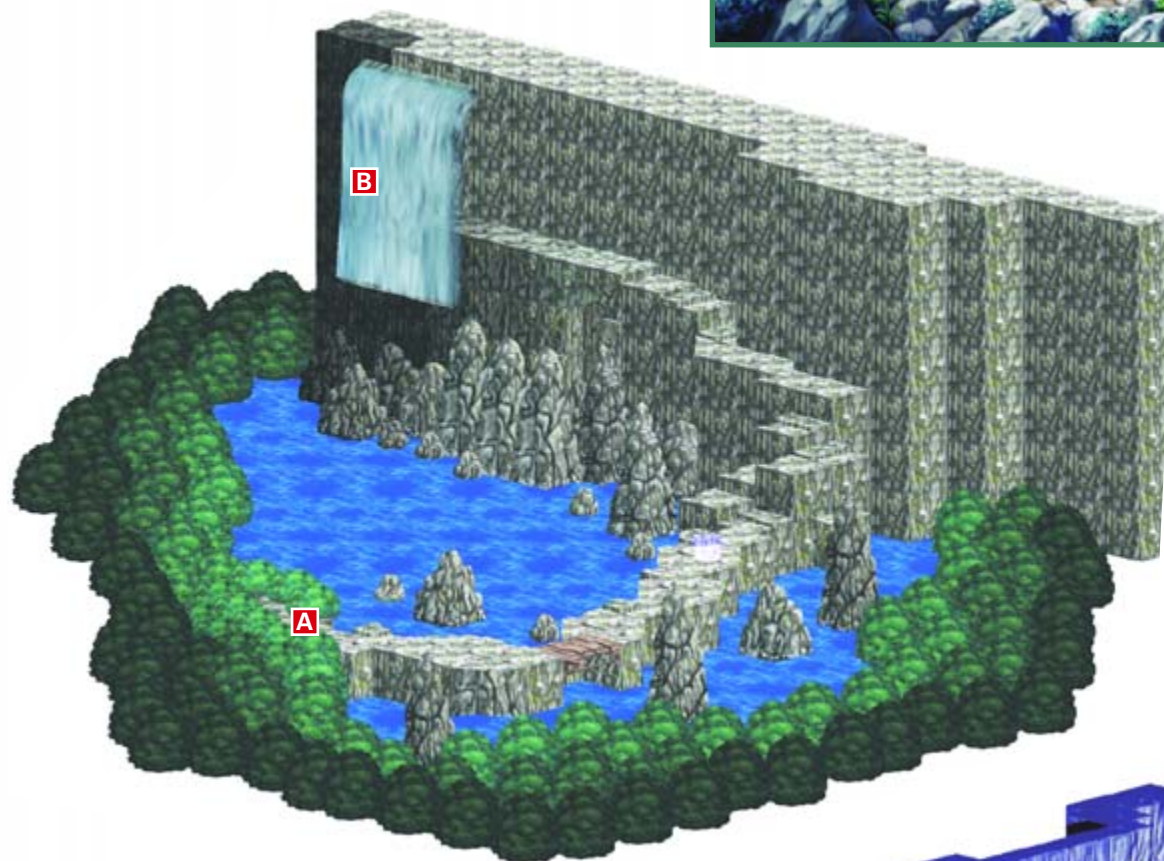
E pg. 113



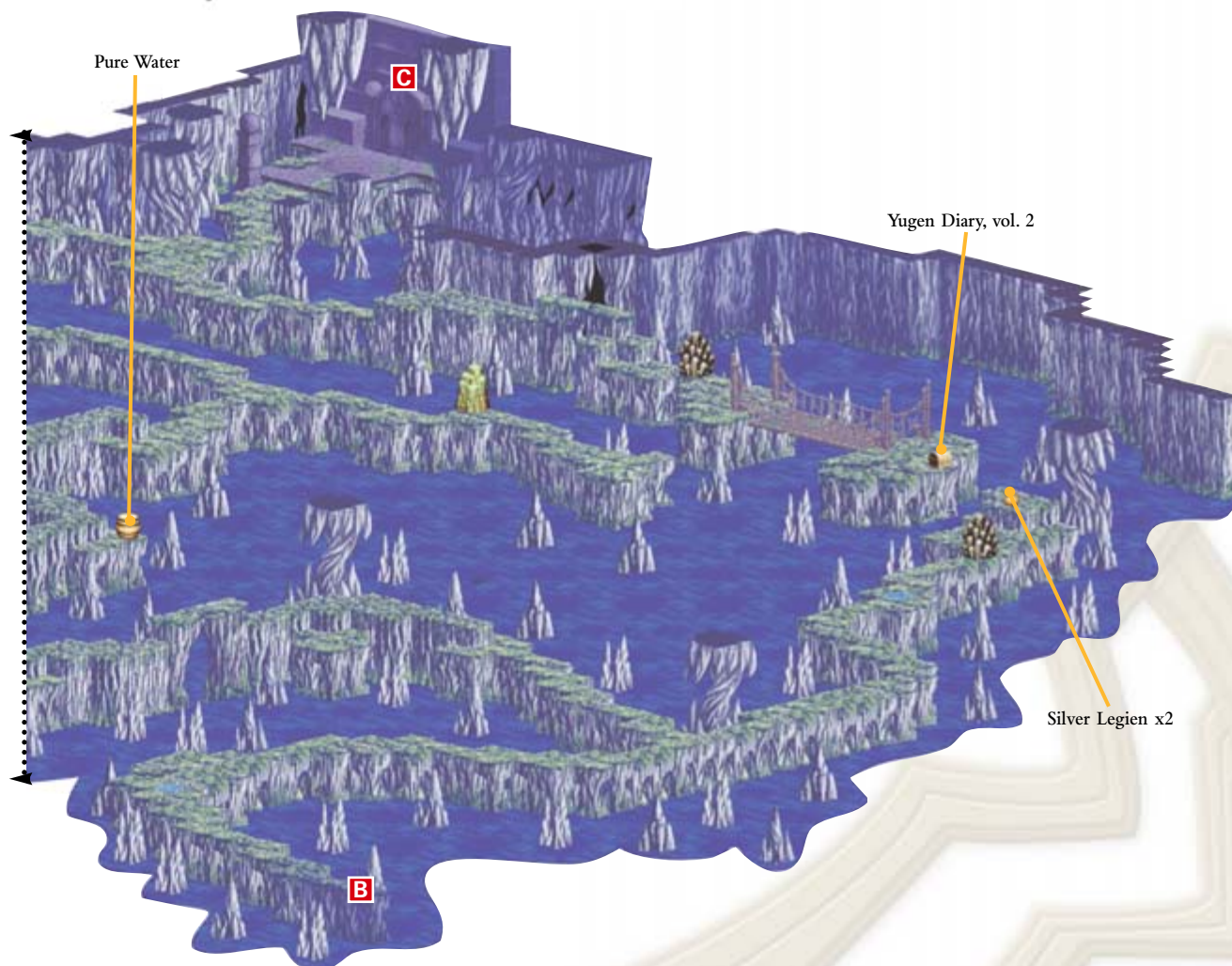
ALTENA CHURCH



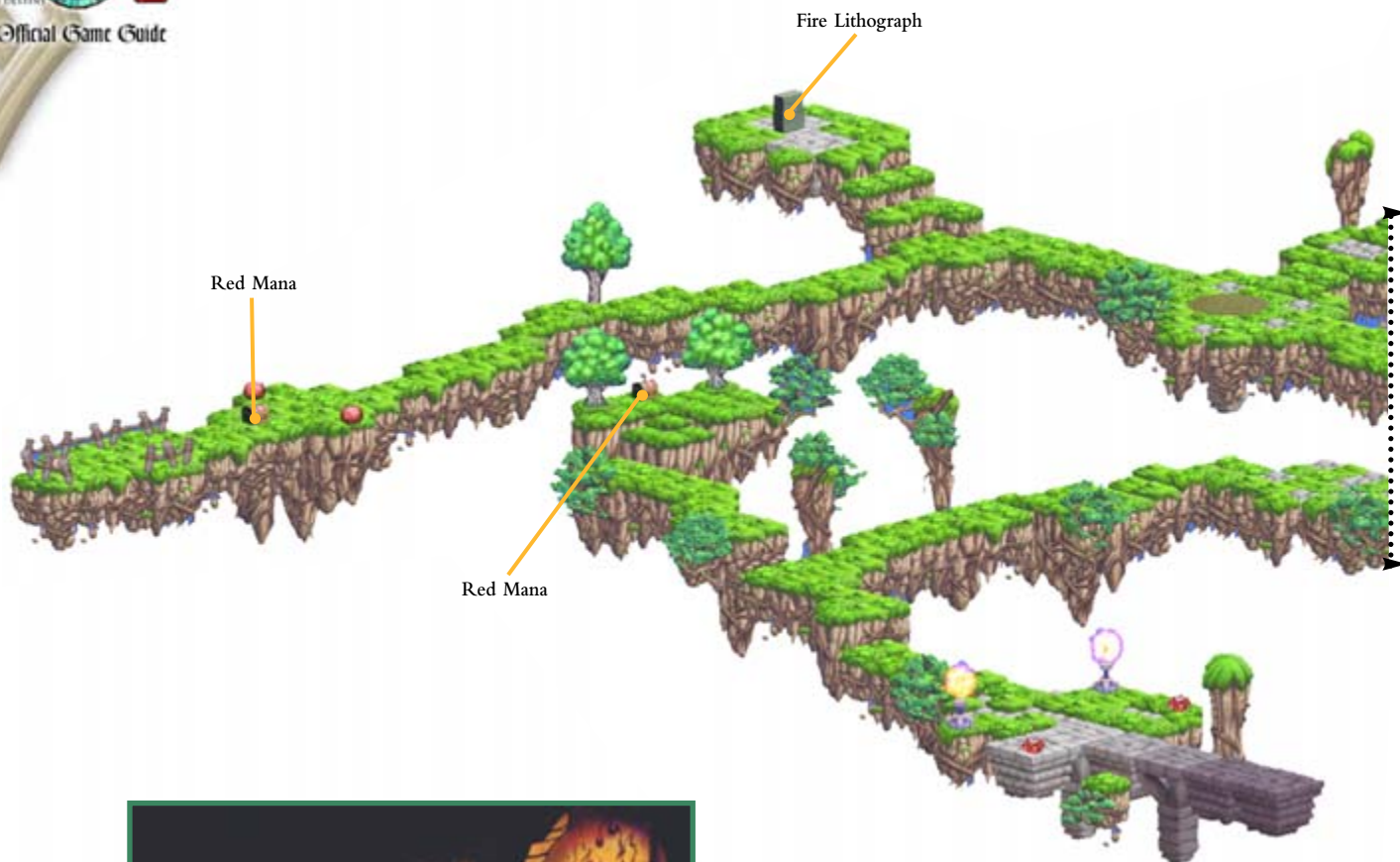




Mystic Beast



SCARLET TEMPLE

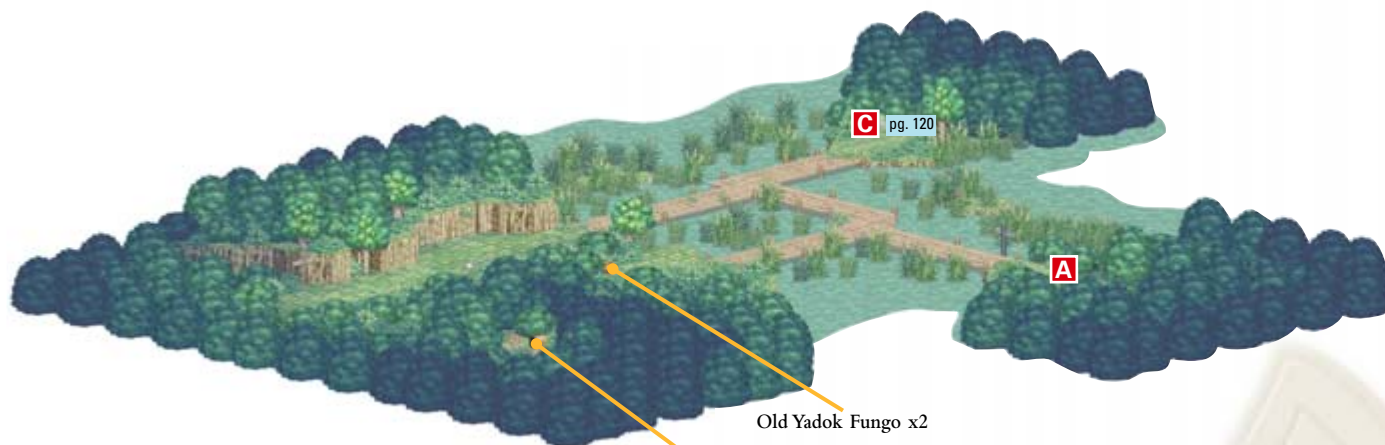


NOIR HISTORICAL SOCIETY



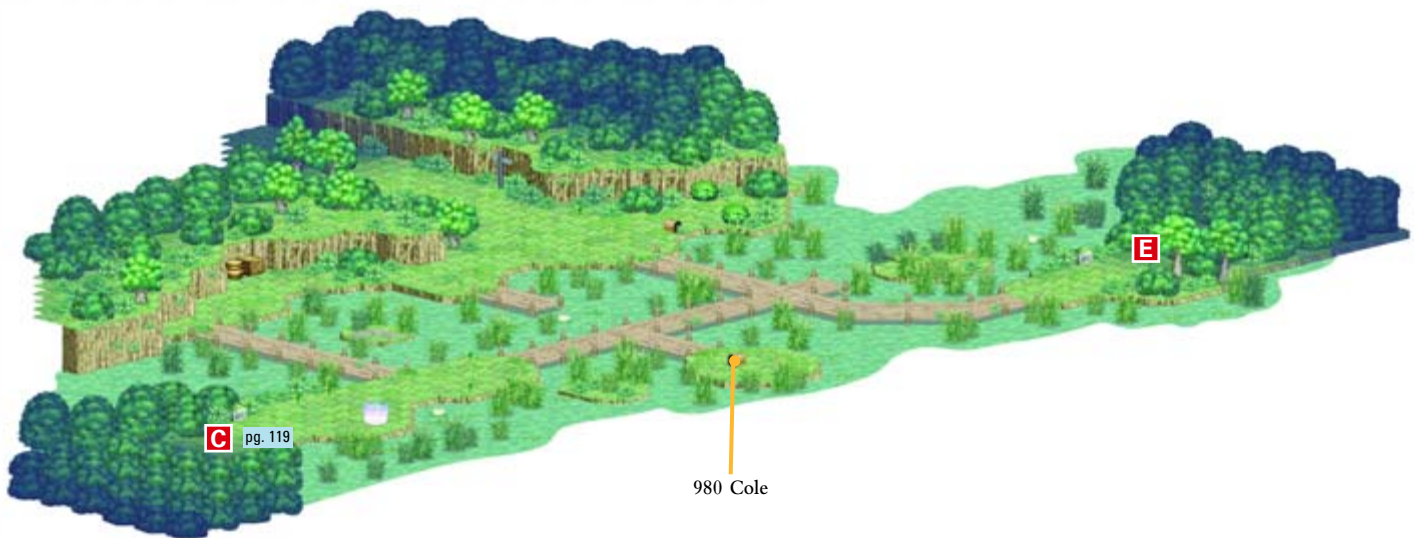
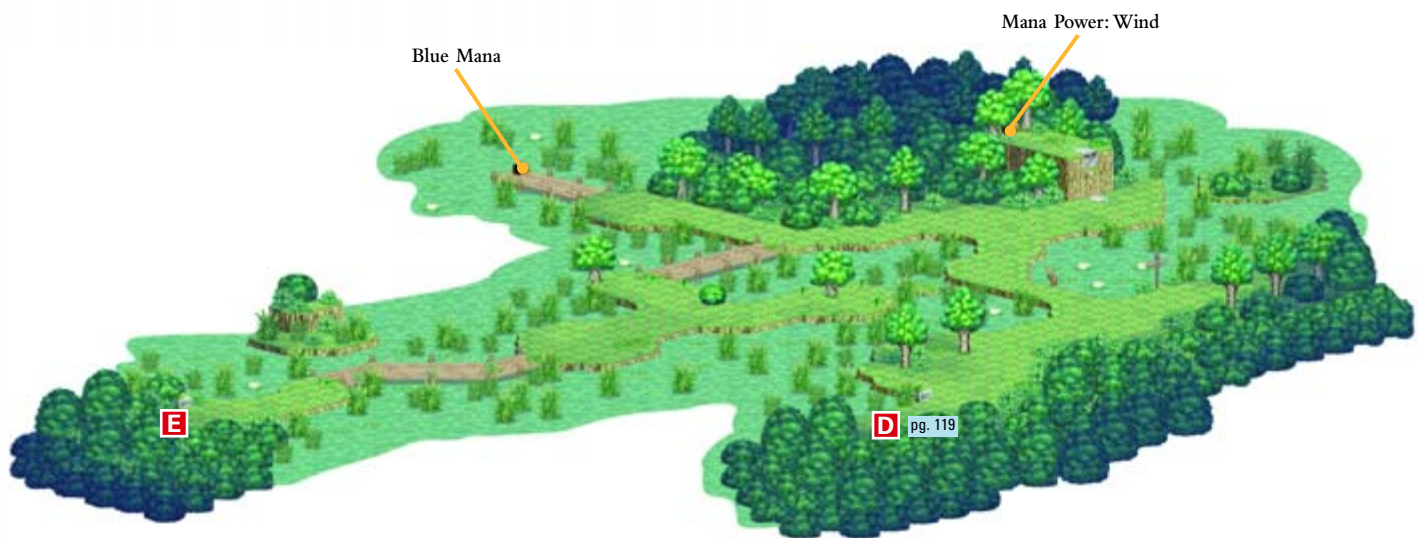


NORTH GRAND PLAINS



Old Yadok Fungo x2
Illusion Bracelet

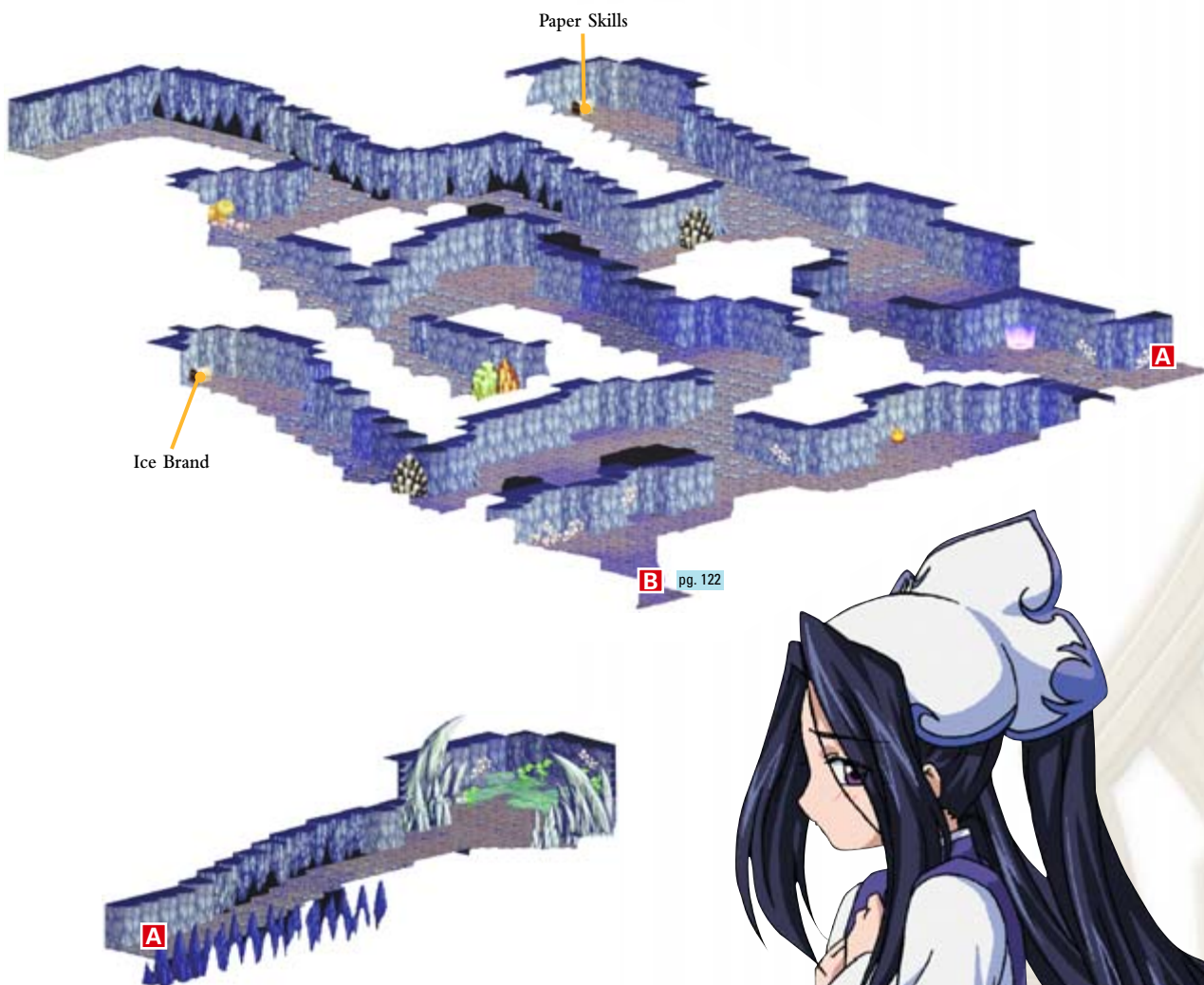


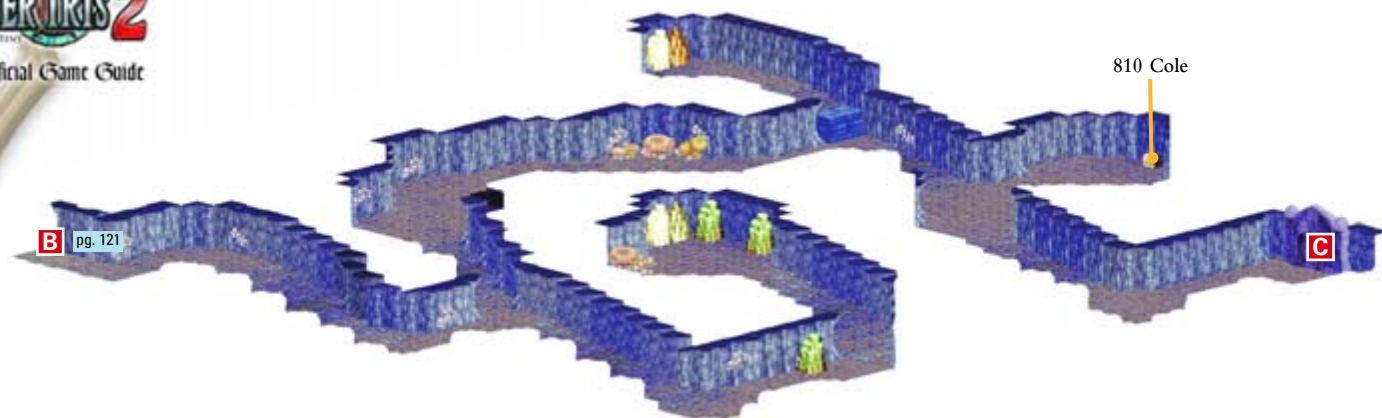


FOREST OF OCEAN MIST

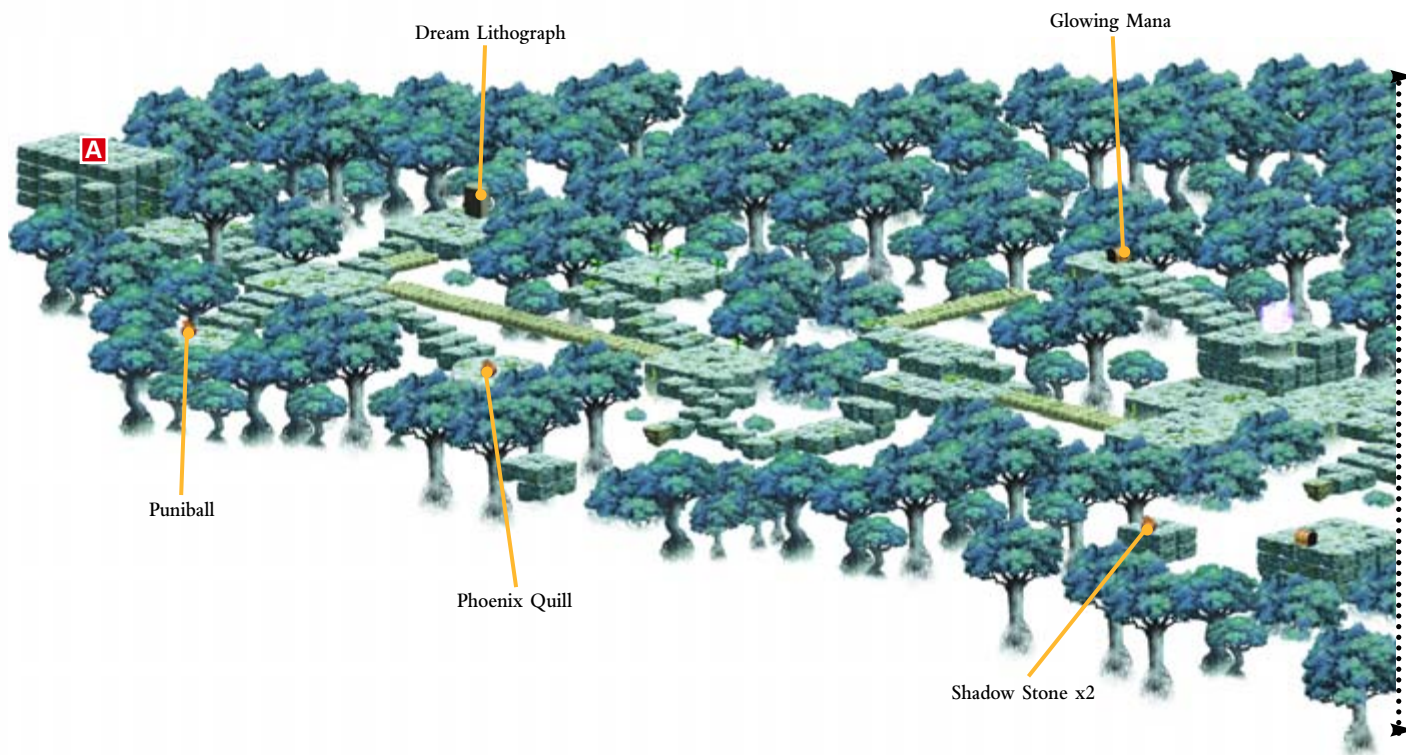


PARNAKY CAVE





FOREST OF OCEAN MIST





AQUITTO SPRING

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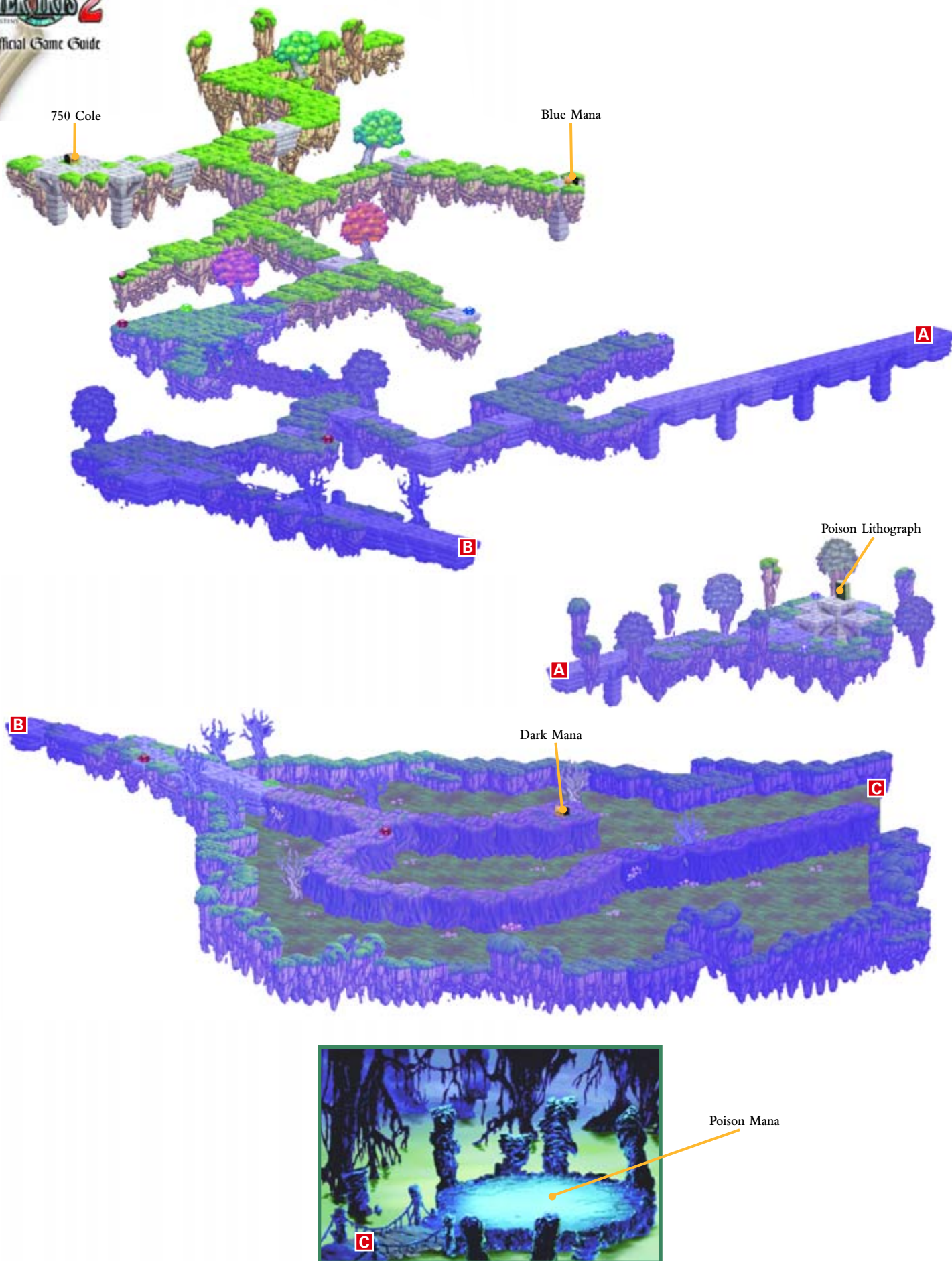
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Mana Power: Power
(recipe for Zuvelk Core)

MIST CANYON

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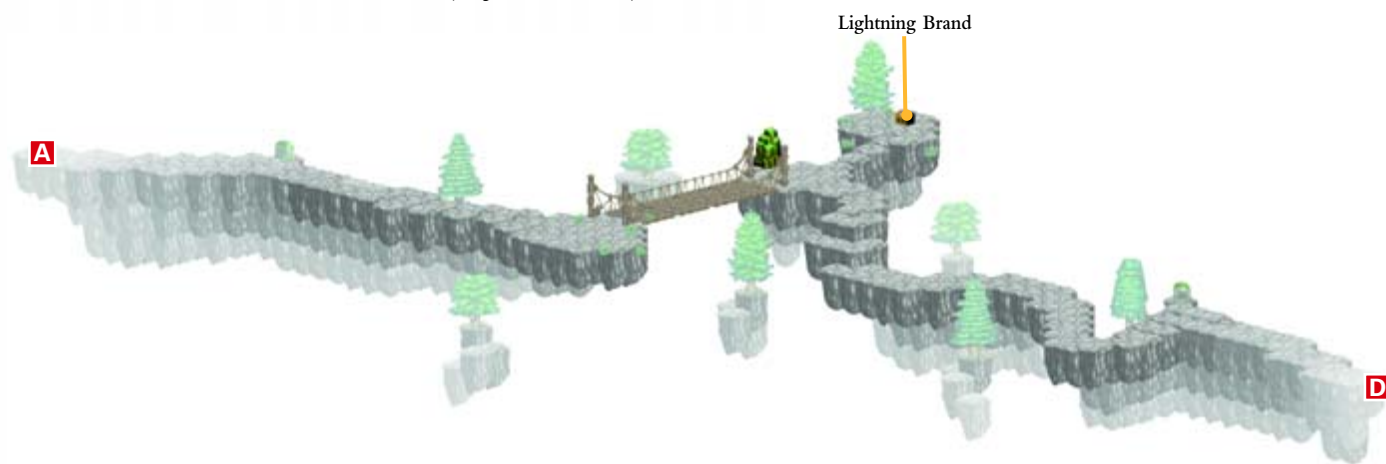
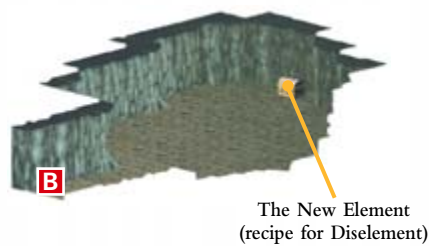
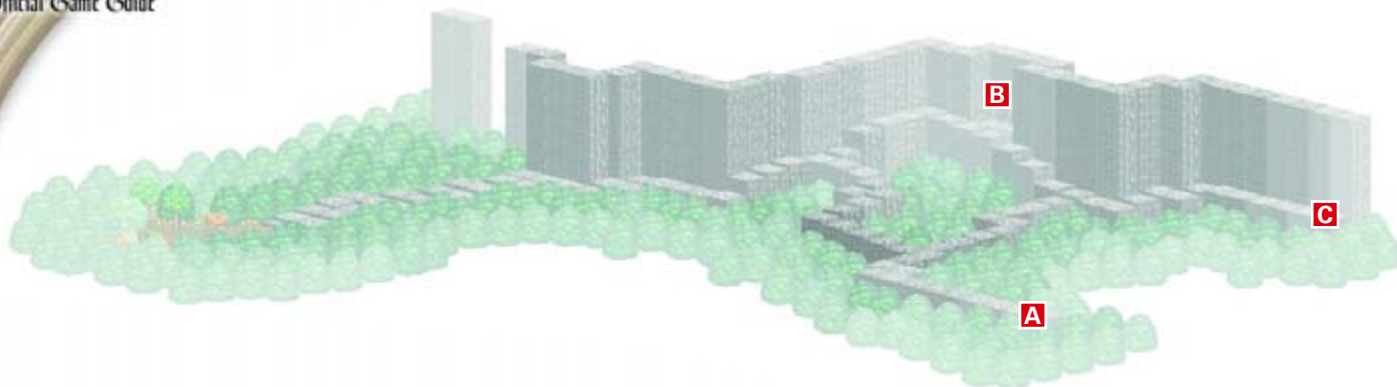
WALKTHROUGH

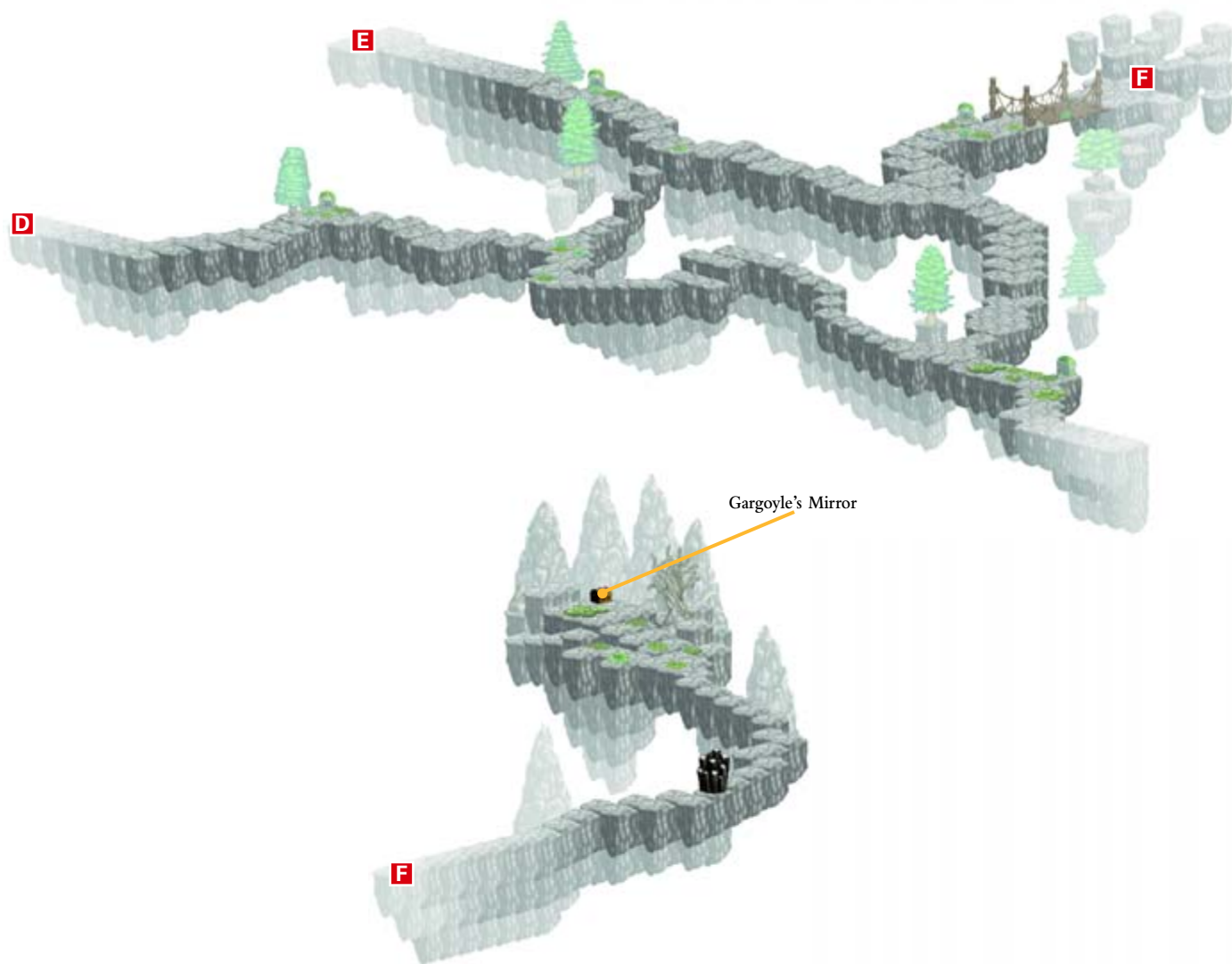
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CLAIRE VILLAGE

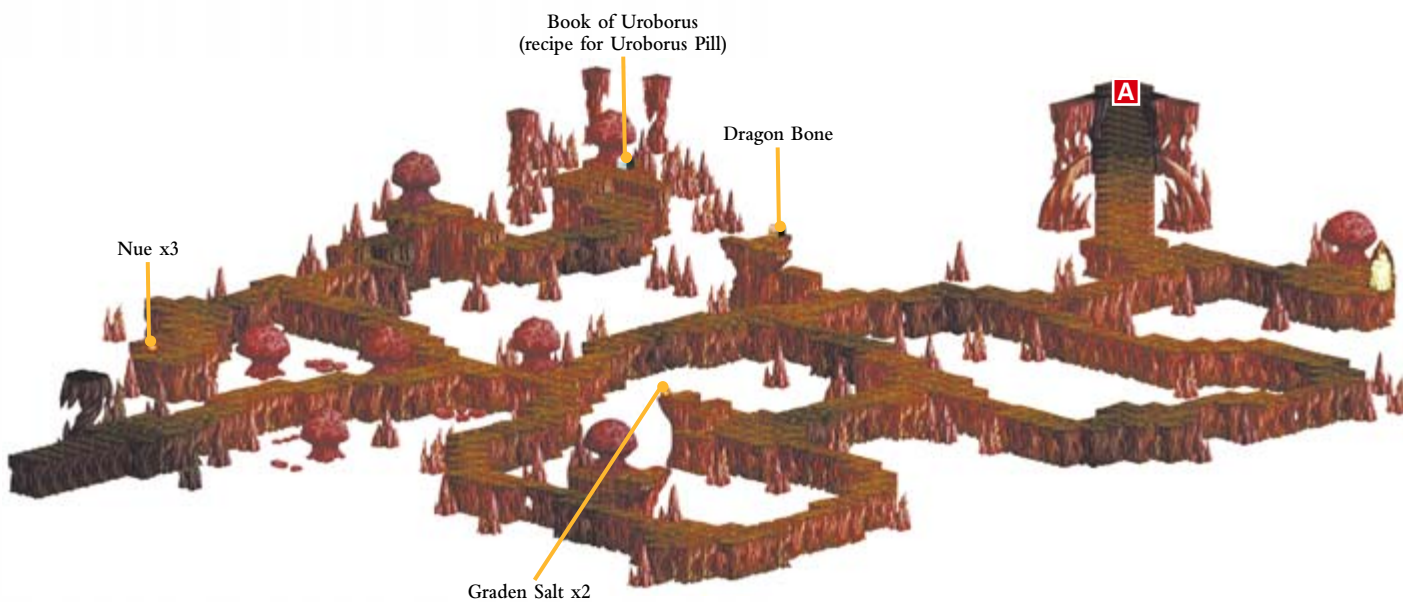


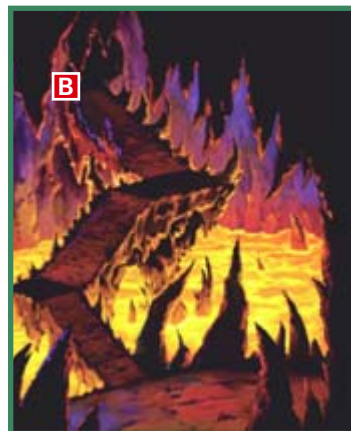
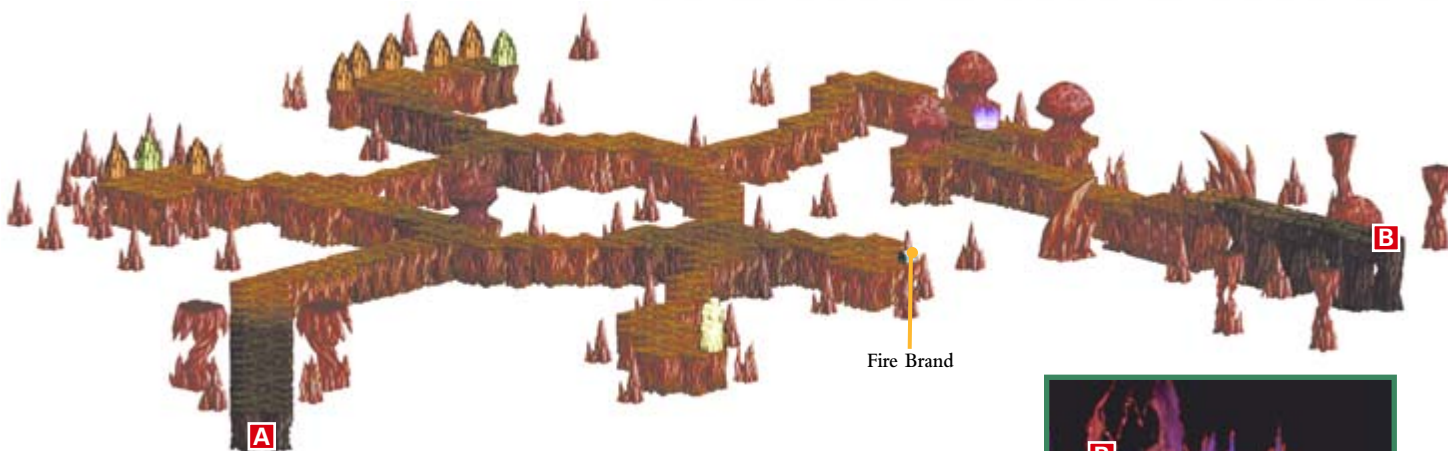


DRAGON'S NEST

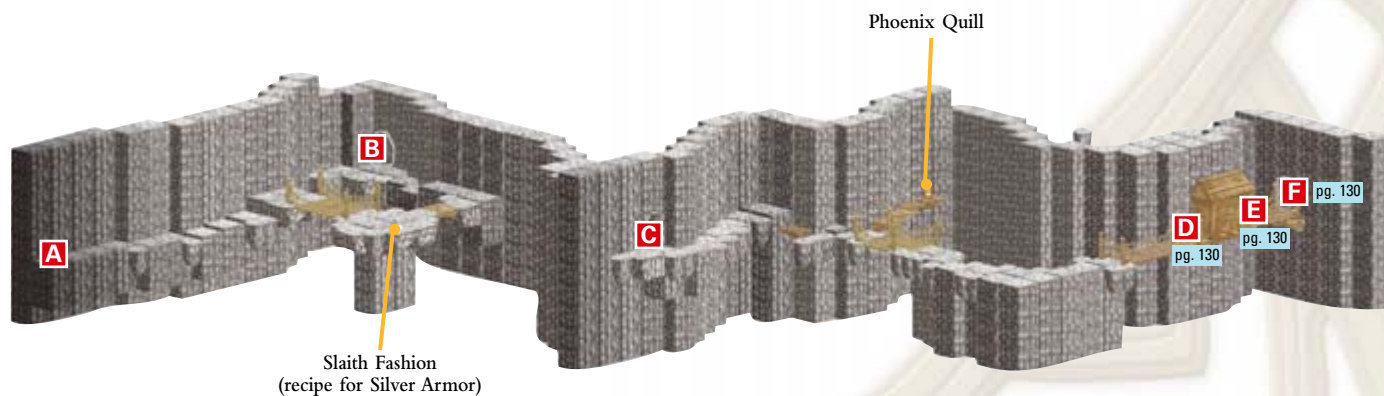
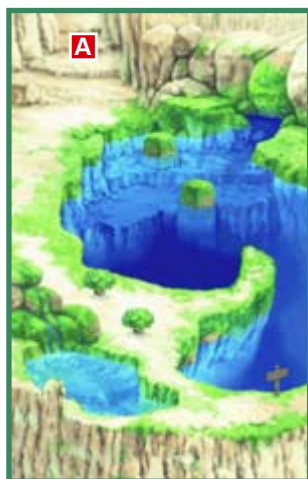


LAILZATT CAVE



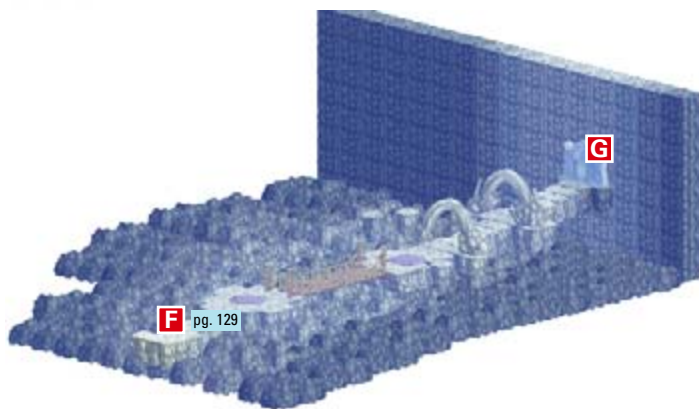


CLEFT OF NELVIA

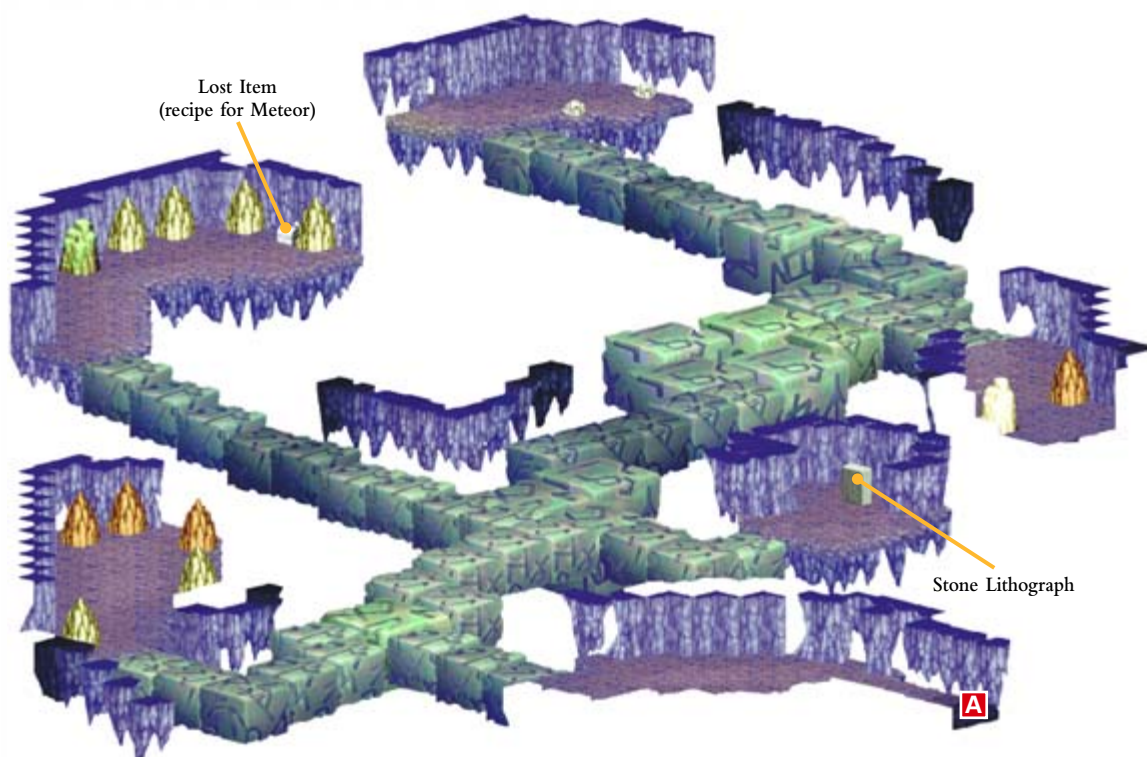




Dark Mana



STONE CAVE



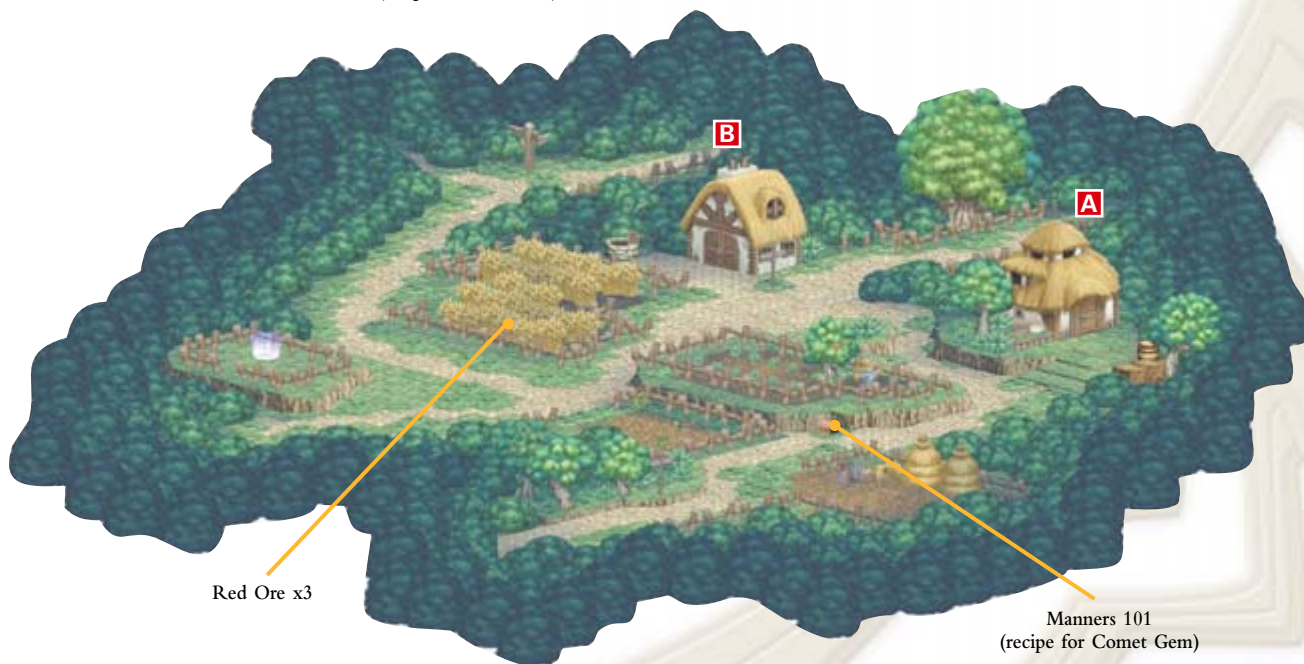
Stone Mana



GRAND HIGHWAY



Mana Power: Dark
(recipe for Plua Core)



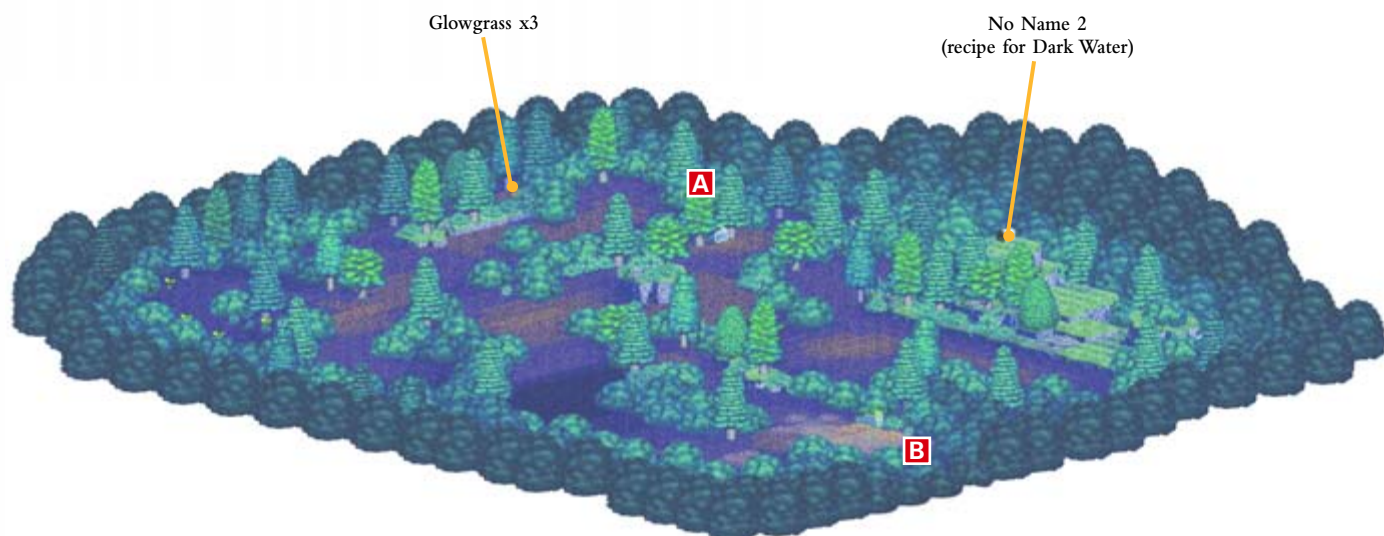
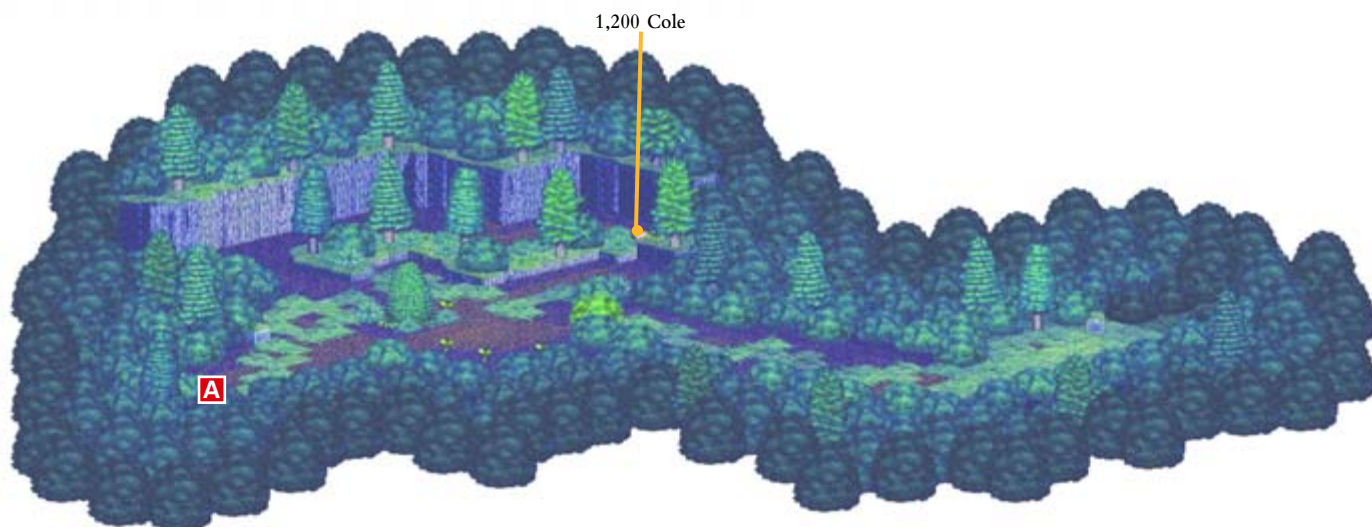
Red Ore x3

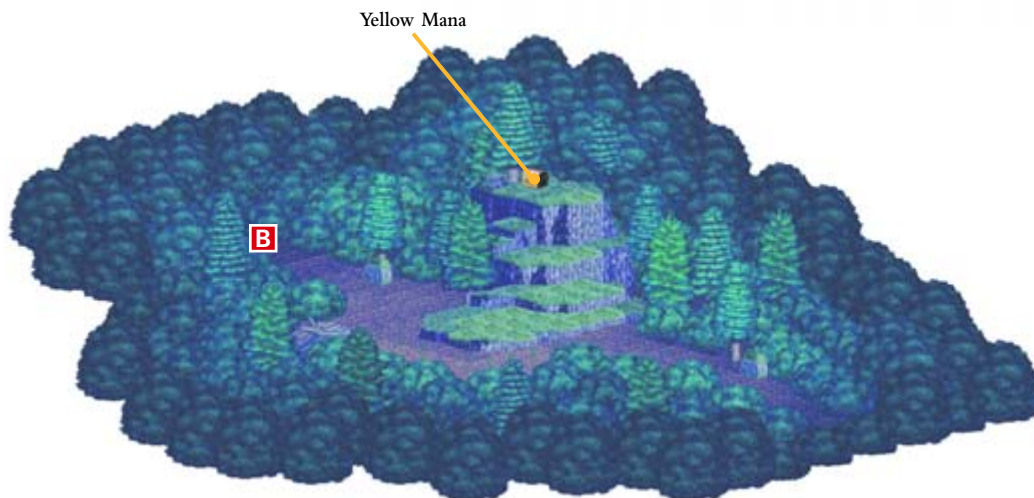
Manners 101
(recipe for Comet Gem)

IMPERIAL CAMP



DARK FOREST





HIDDEN VILLAGE





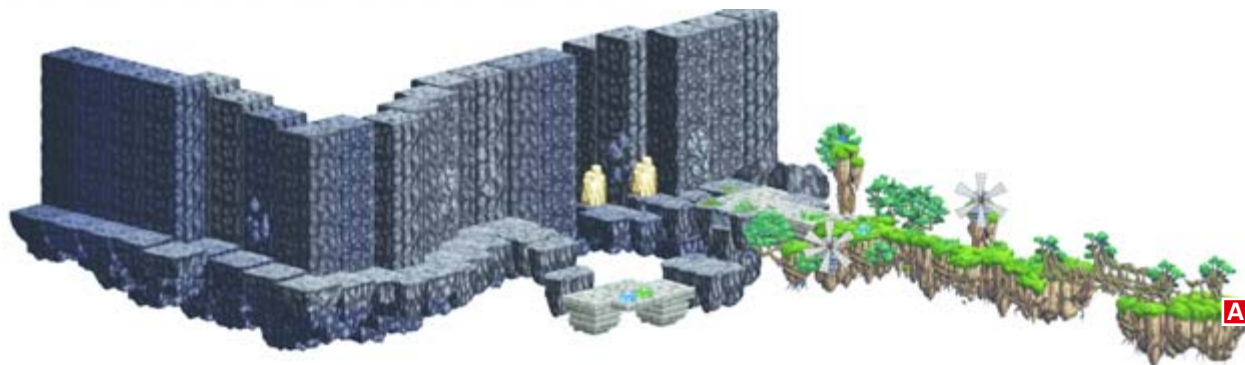
EDEN TEMPLE LIBRARY



Alchemic History
(recipe for
Grappling Hook)

Dream Mana

WEATHERVANE HILL



A

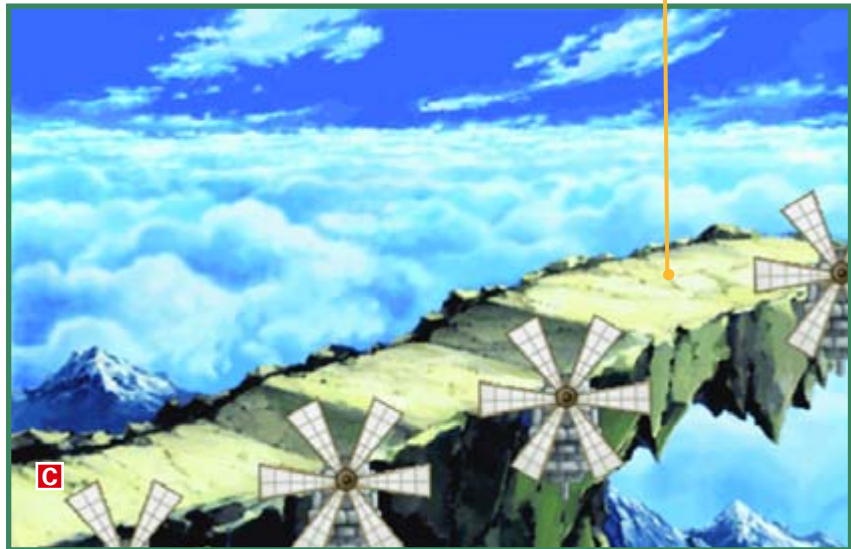
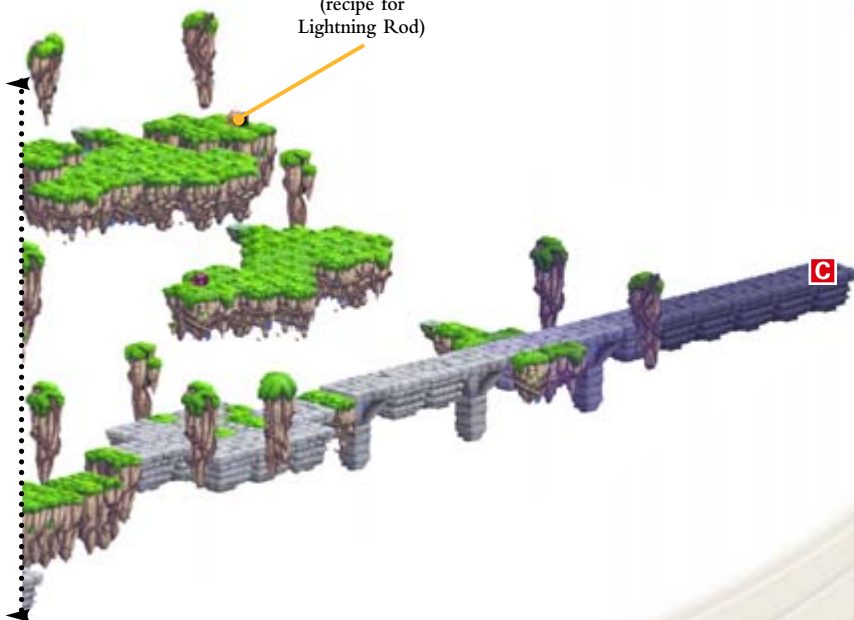


Glowing Mana

Green Mana

Wind Lithograph

Wind Mana

Storm
(recipe for
Lightning Rod)

DARK FOREST 2

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BASIC TRAINING

ALCHEMY BASICS

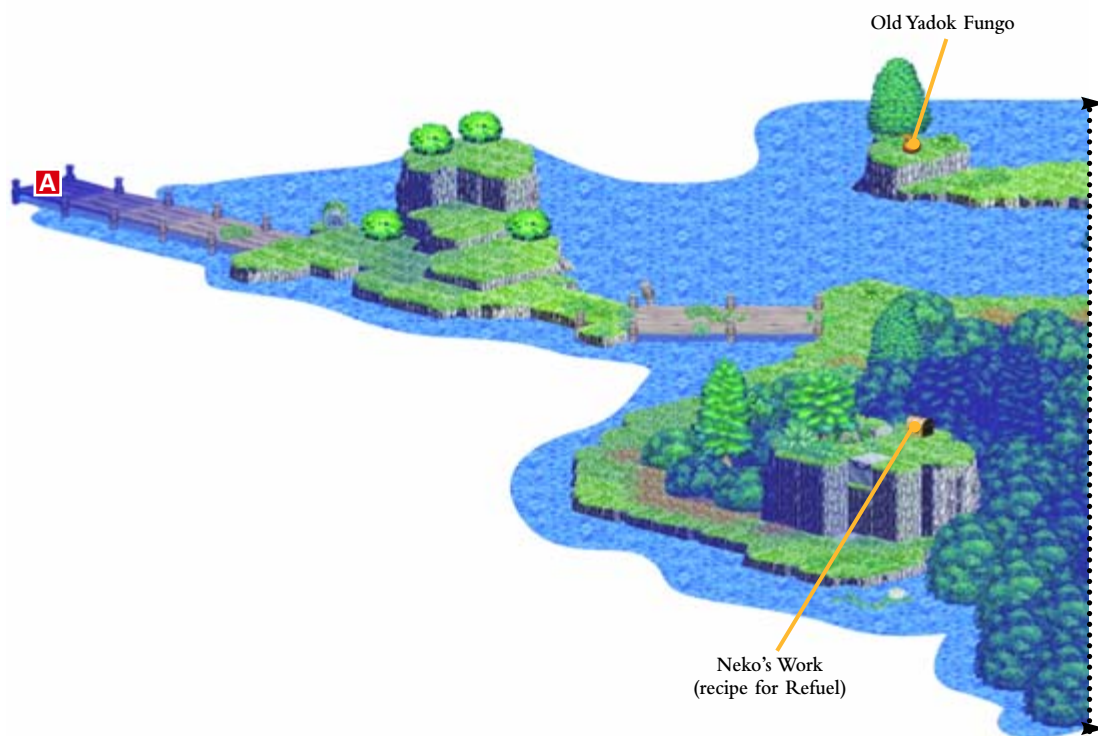
WALKTHROUGH

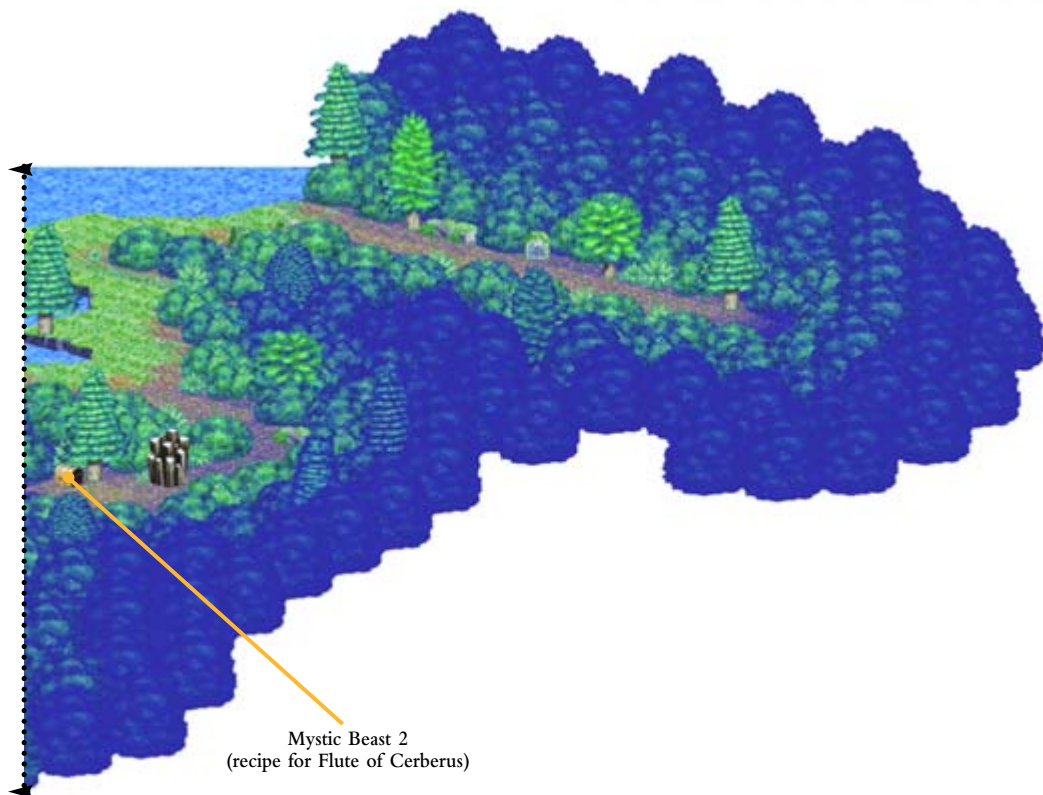
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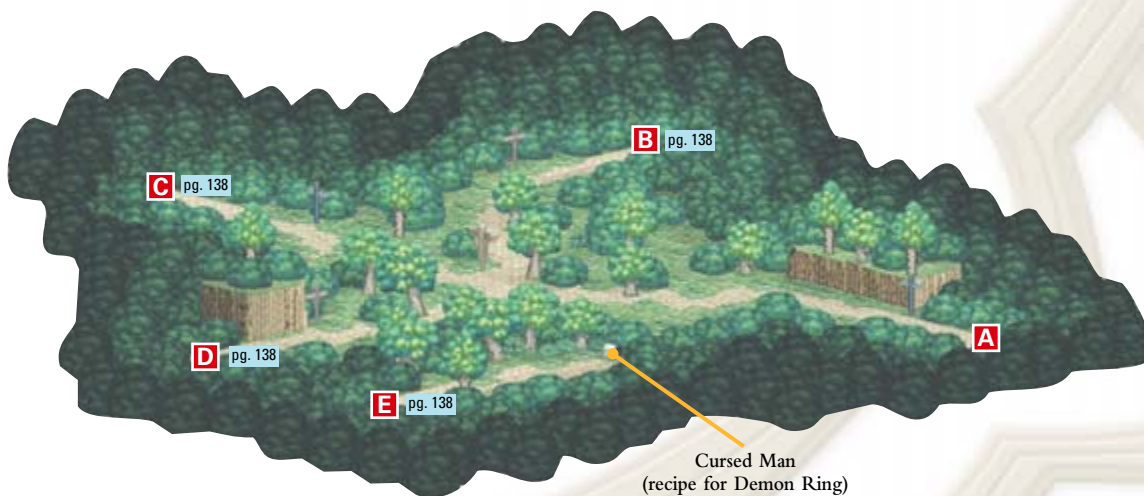
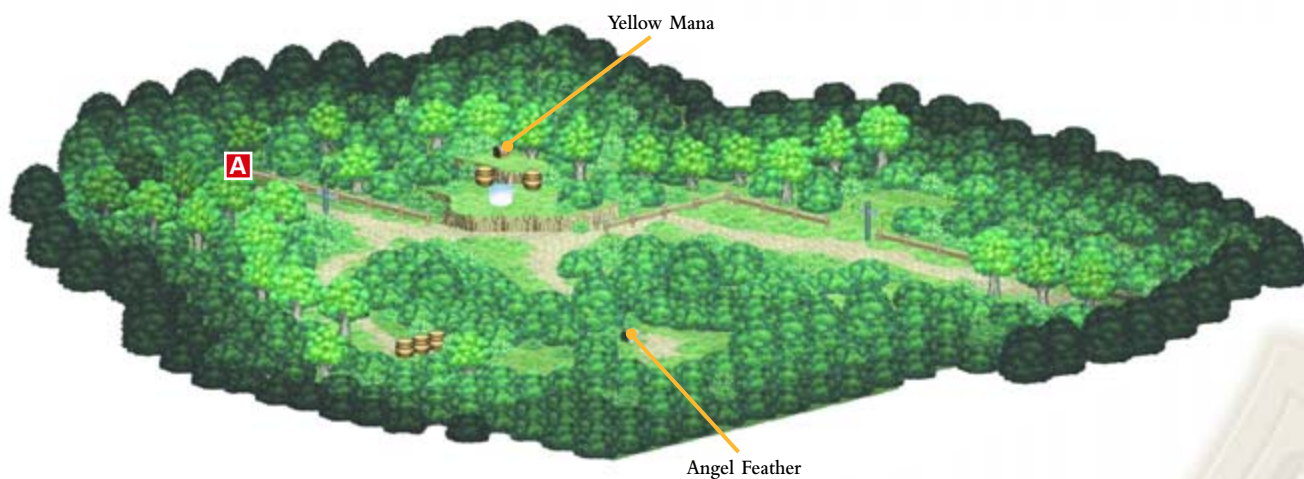
ITEM CRAFTING
AND ACQUISITION

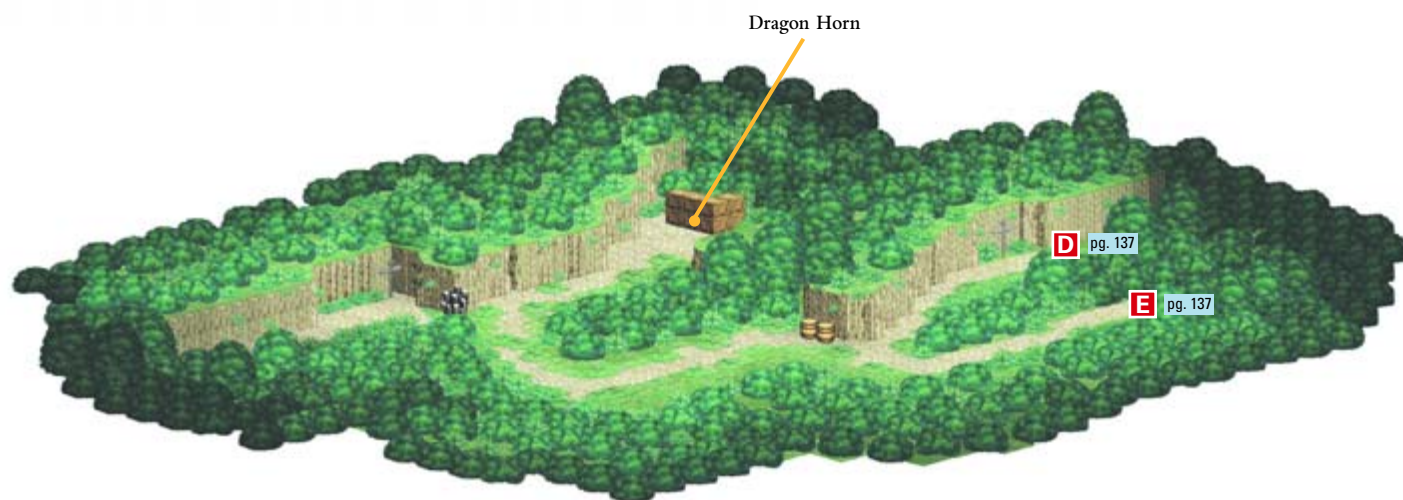
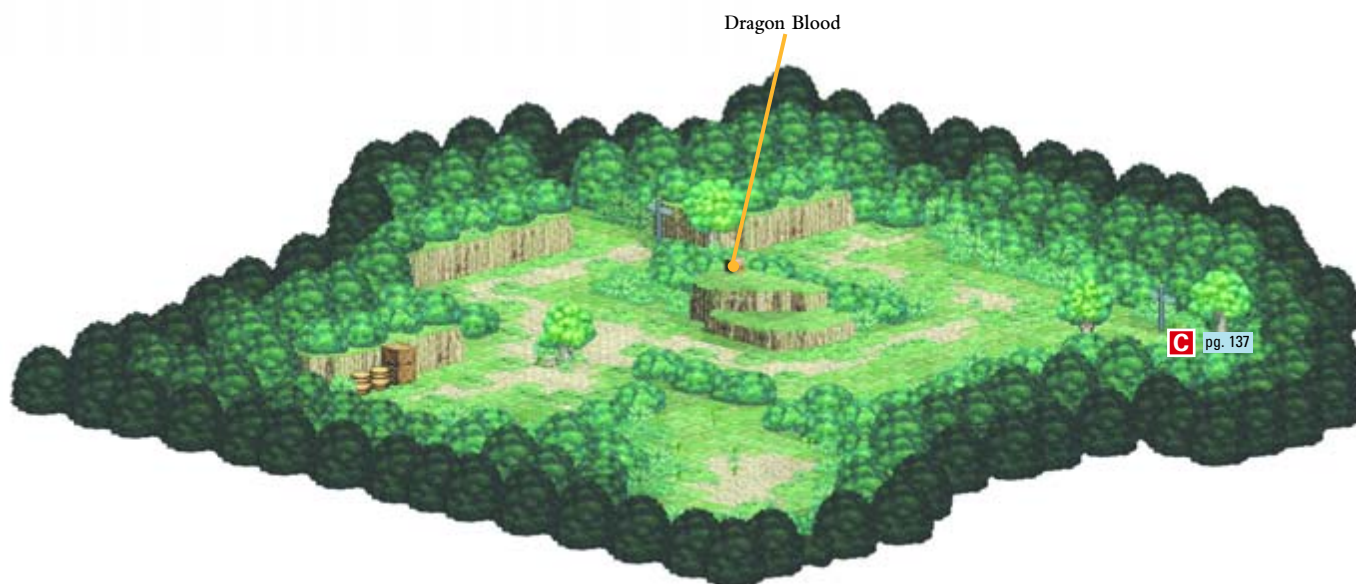
BESTIARY





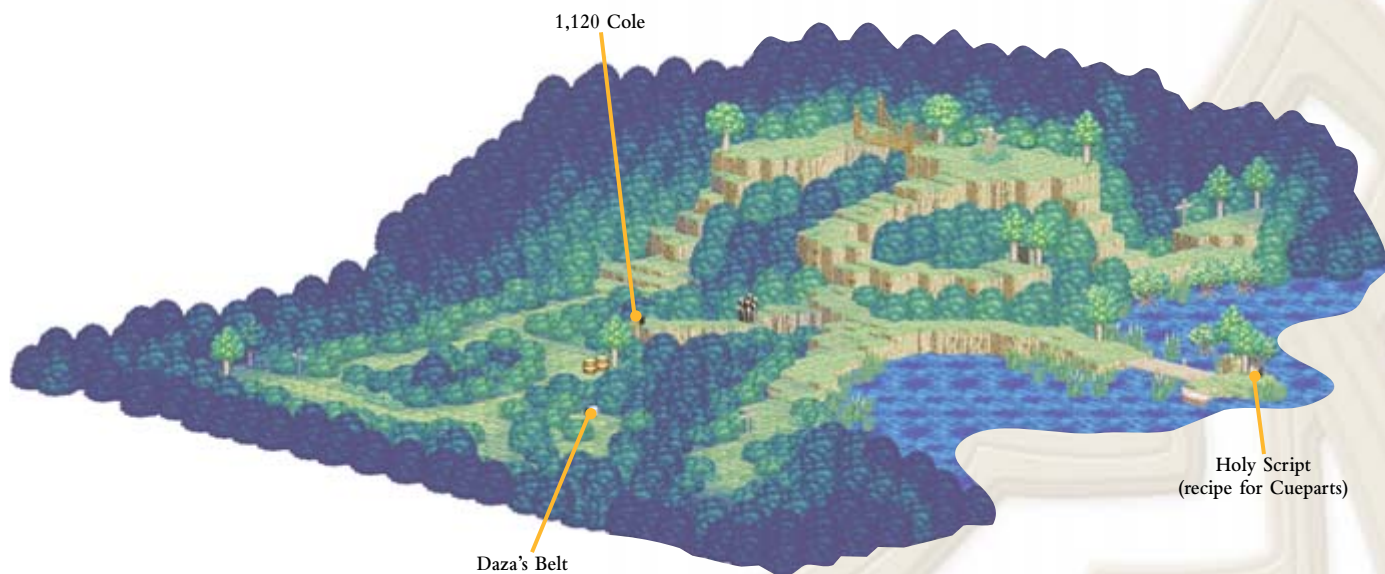
SOUTH GRAND PLAINS



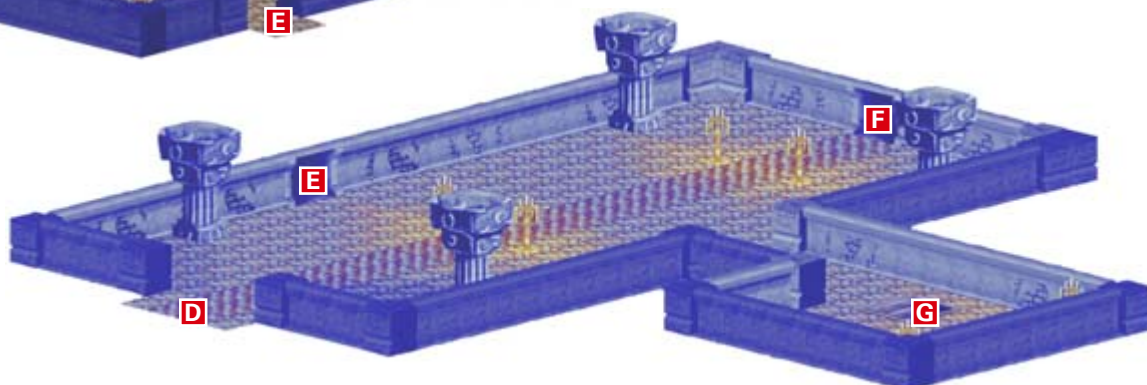
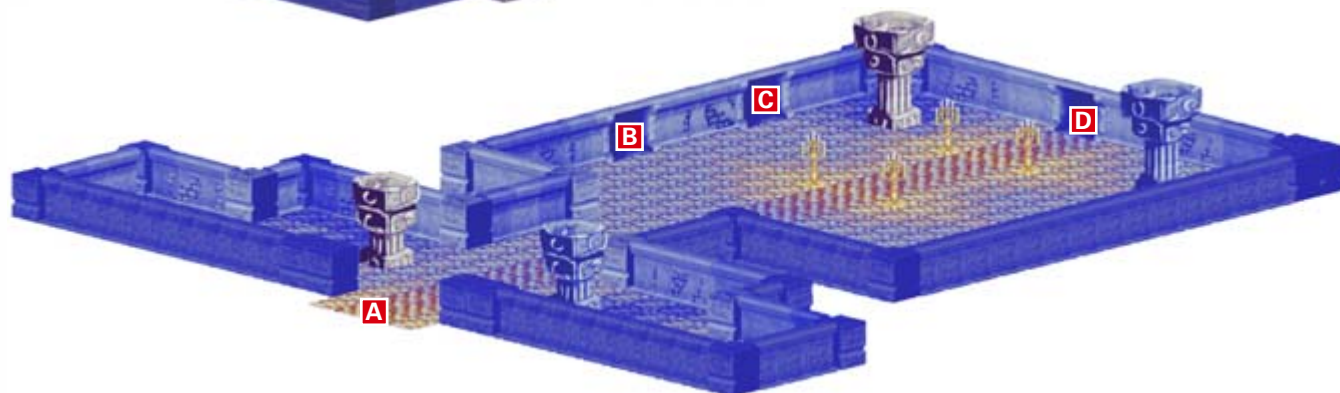
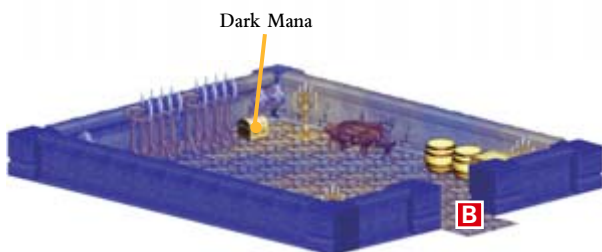
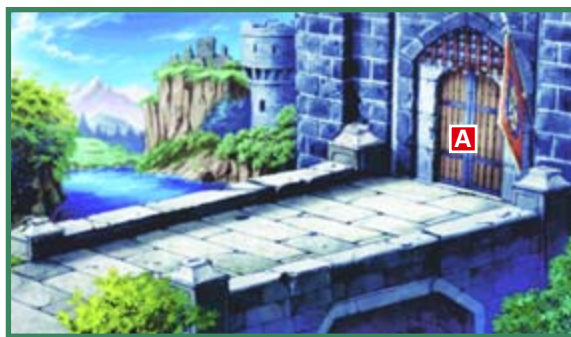


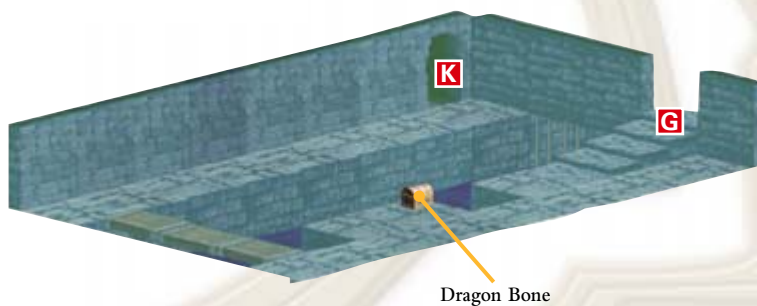
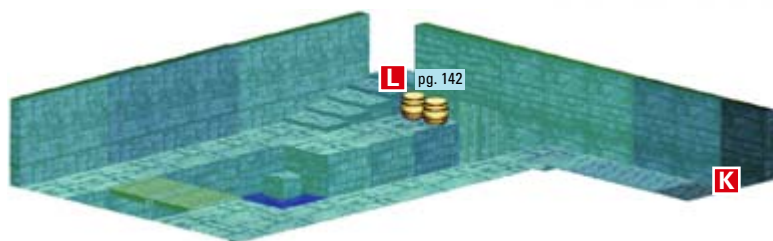
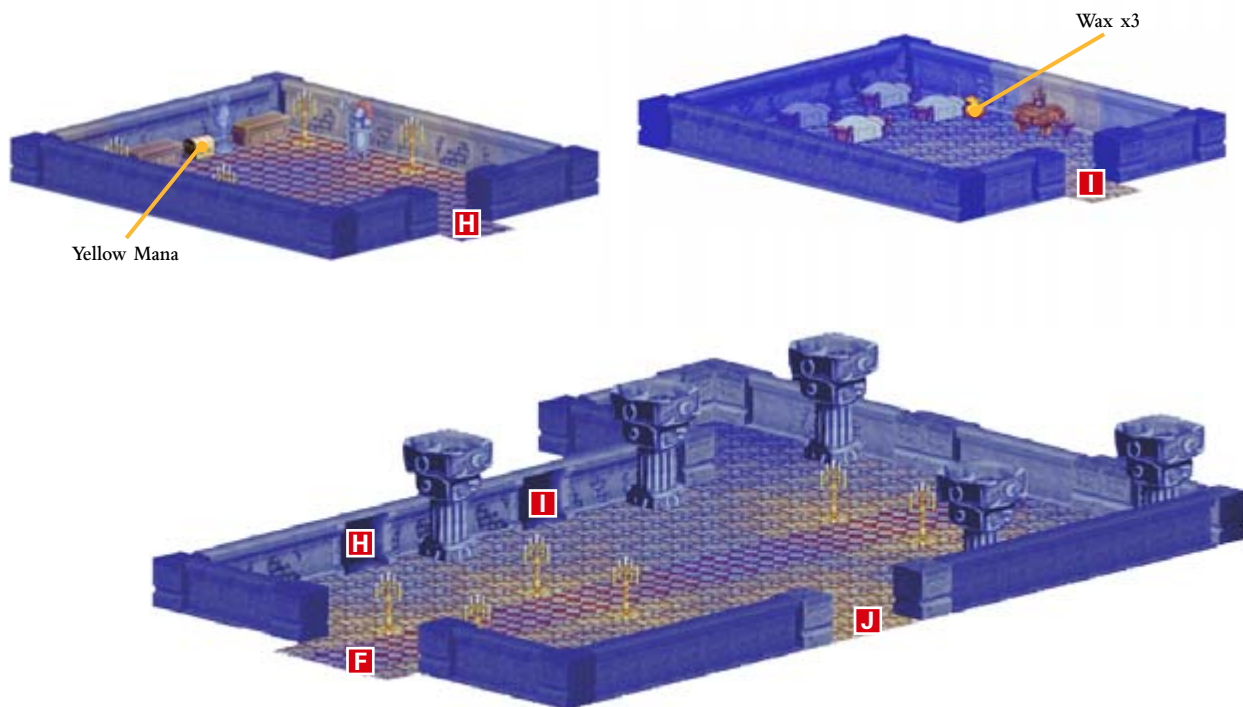


SOUTH LAKE MIDGARD



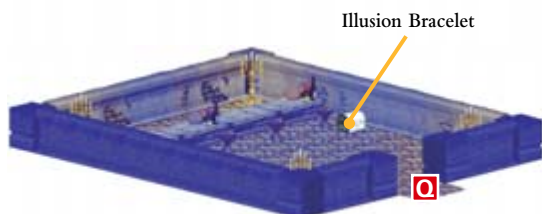
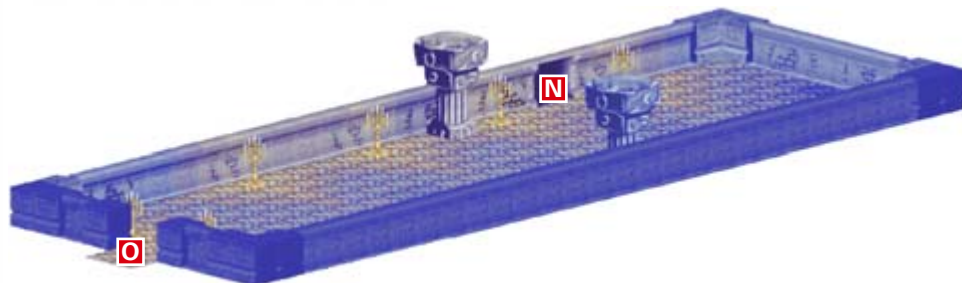
FORT ZEYUNG



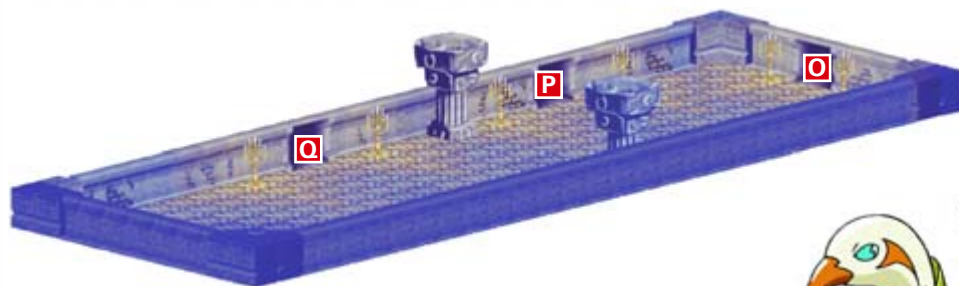




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Illusion Bracelet





Dragon Slayer Tales
(recipe for Dragon Fang Earring)



EAST REGENBOGEN



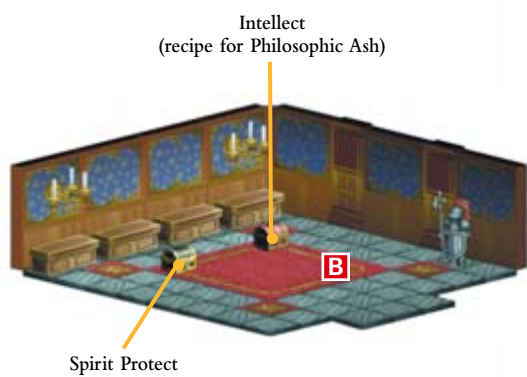
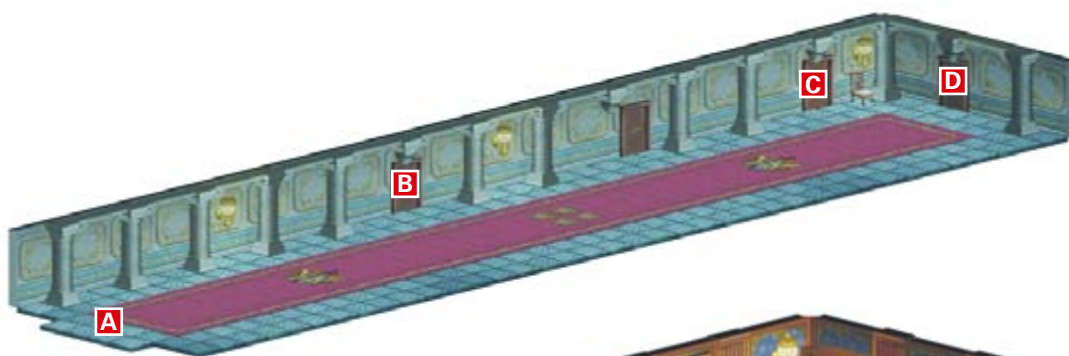
Diema Ankh



Green Mana

MARKET (RIESEVELT)

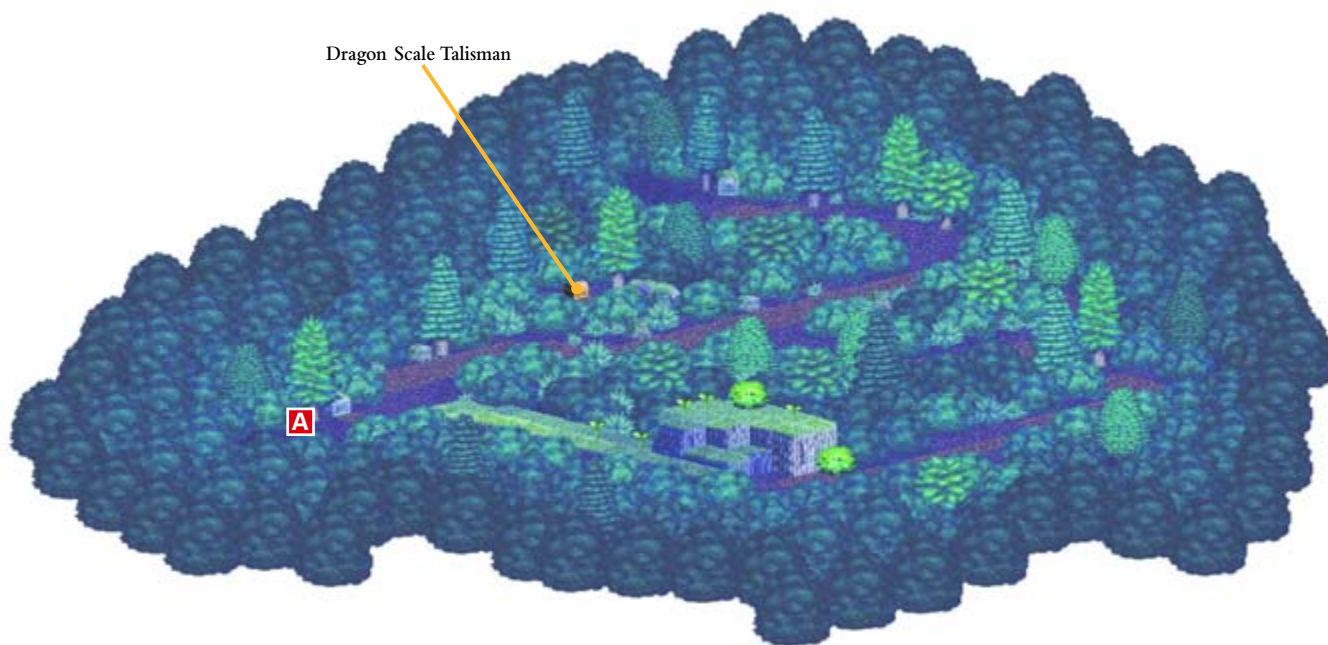


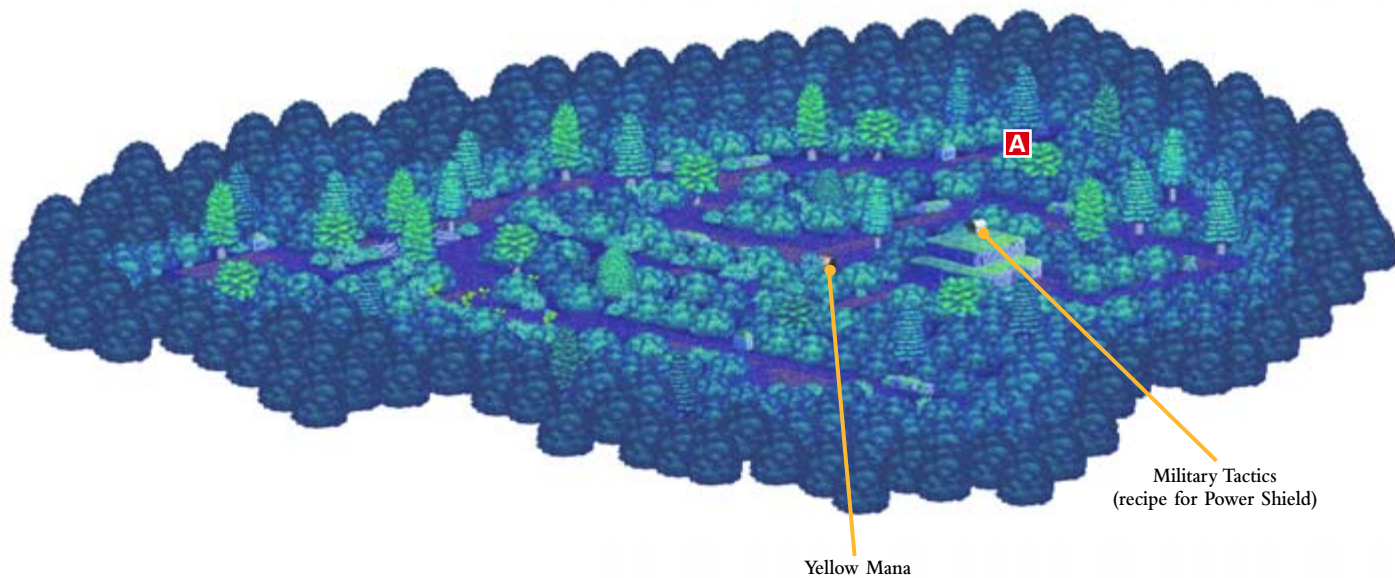


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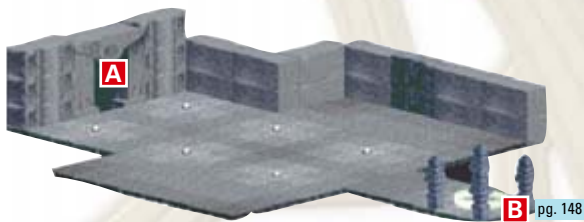


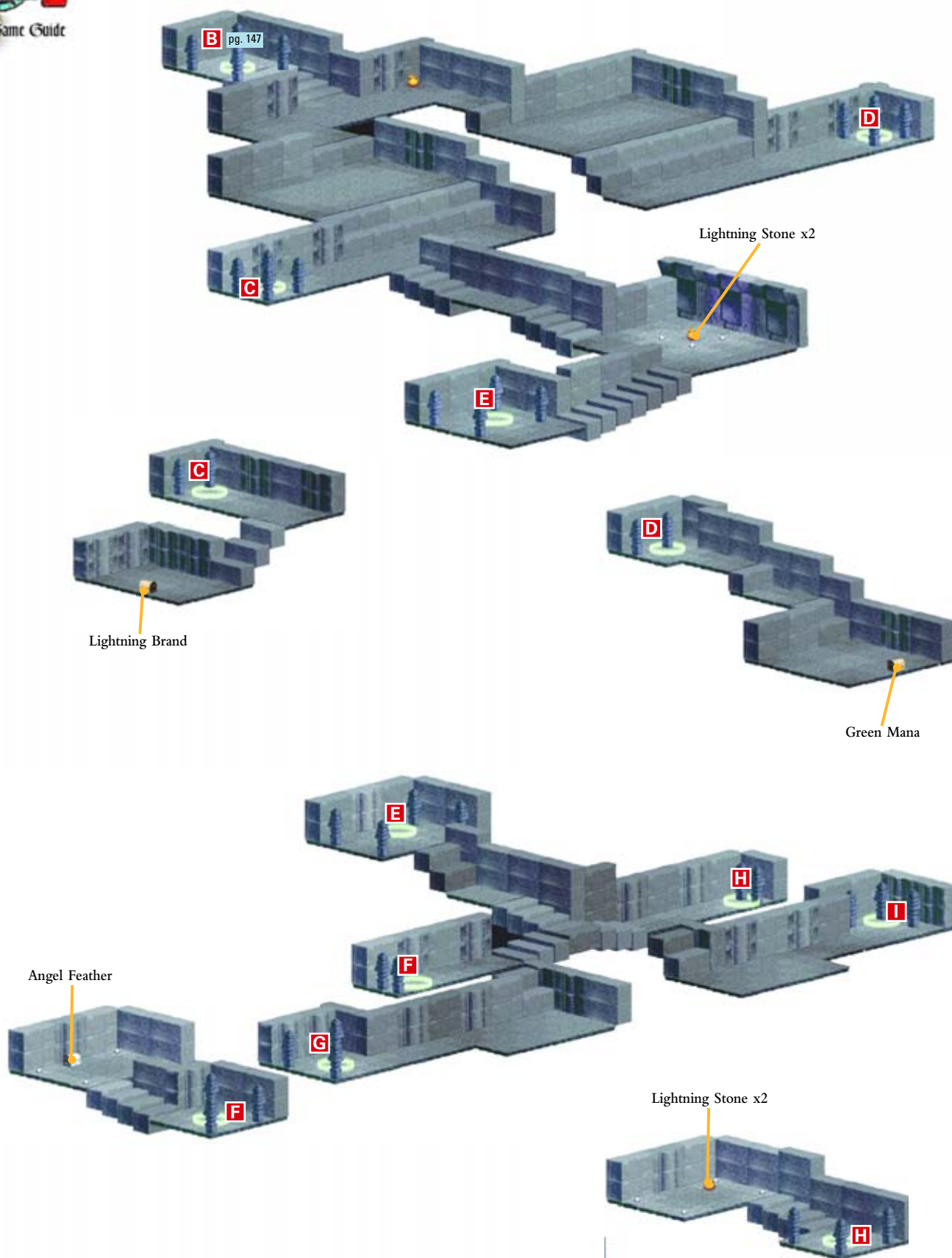
DARK FOREST 3





GRAVEYARD



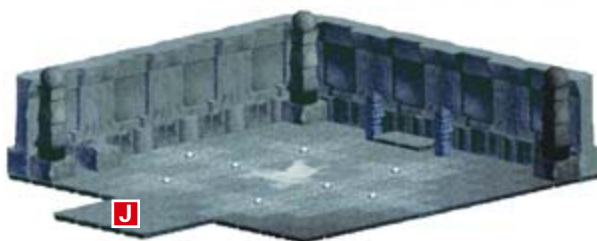




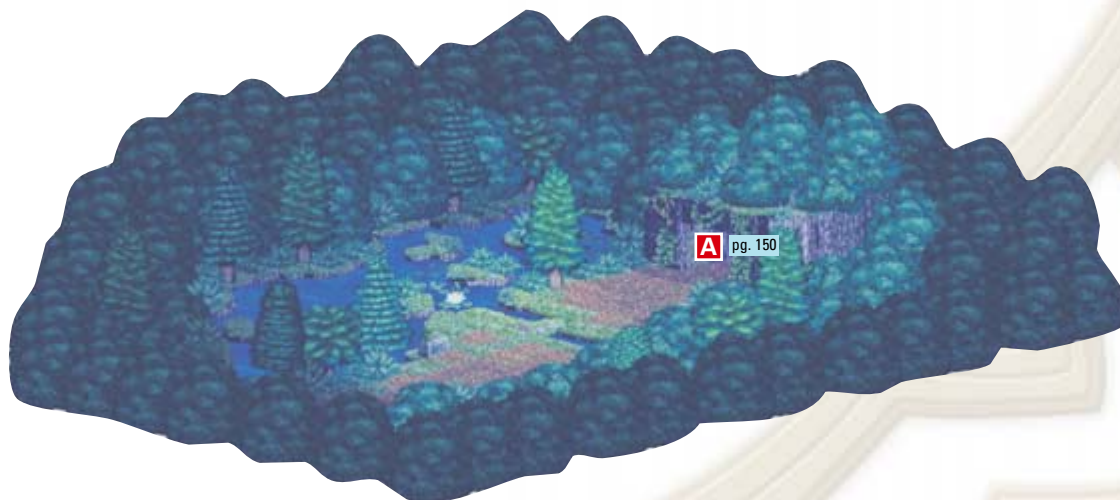
Slaith History
(recipe for Slaith Dress)

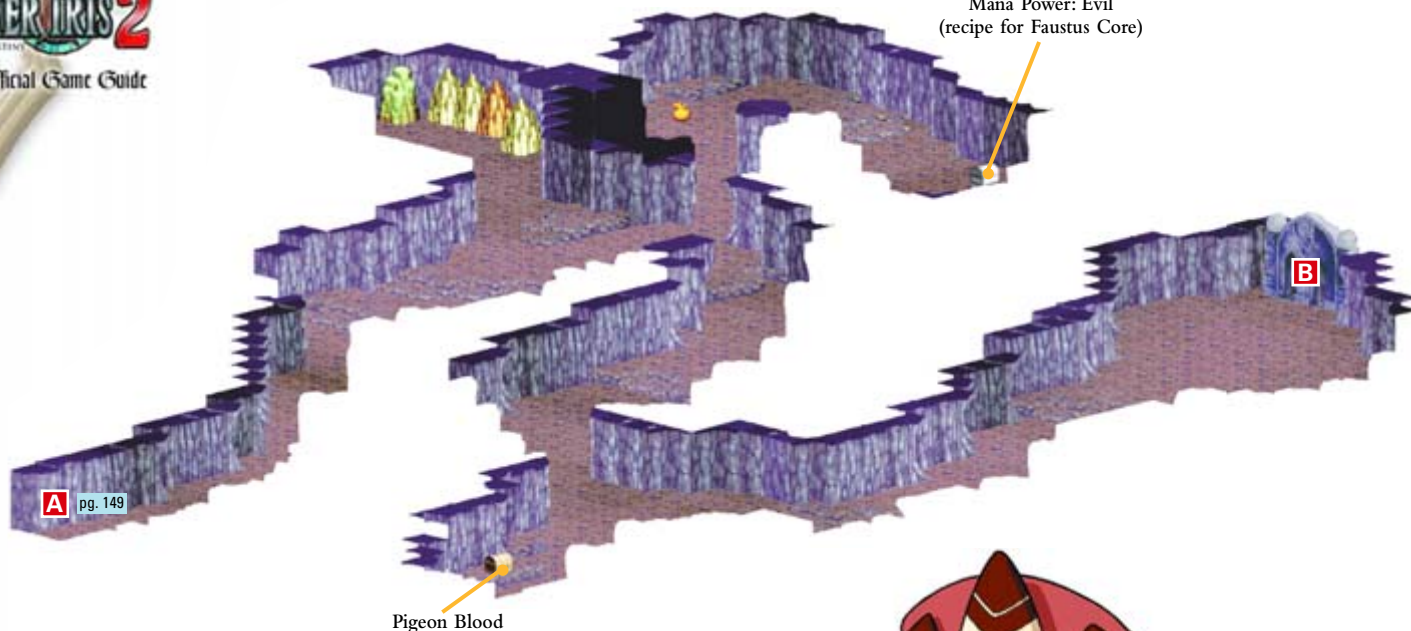


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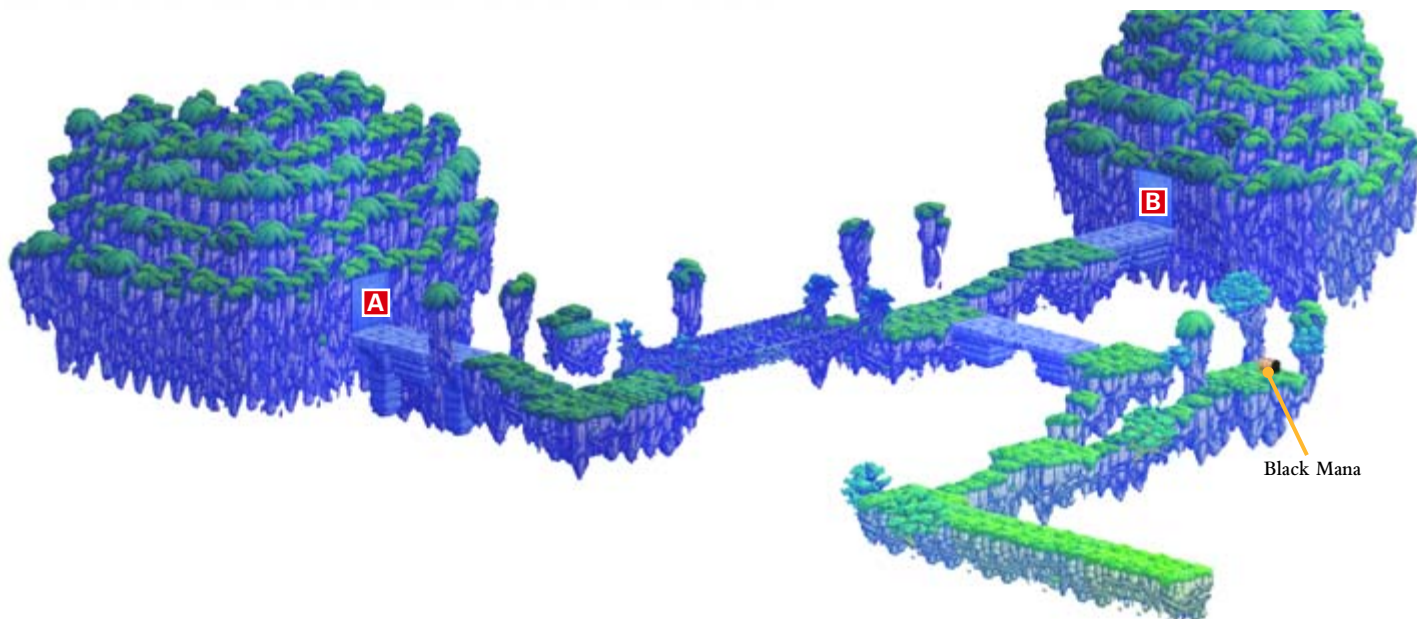


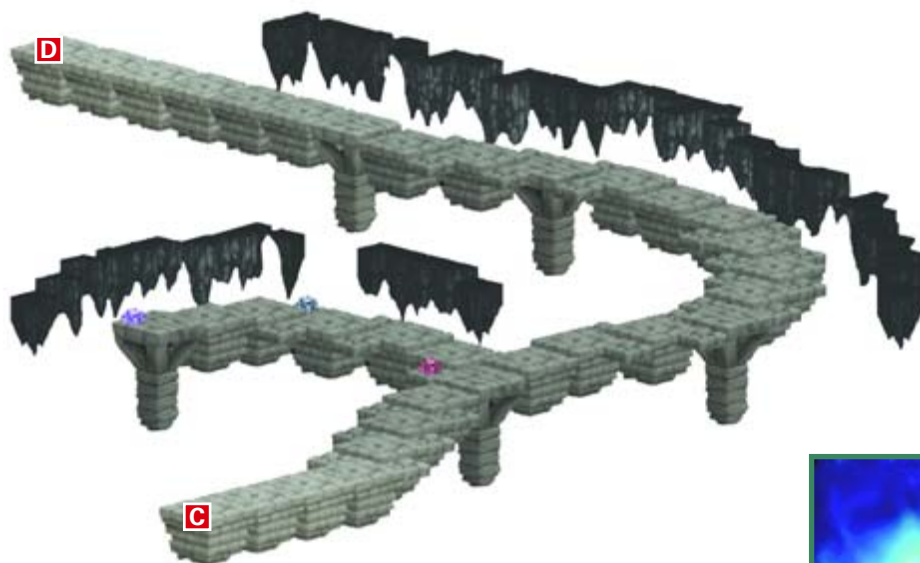
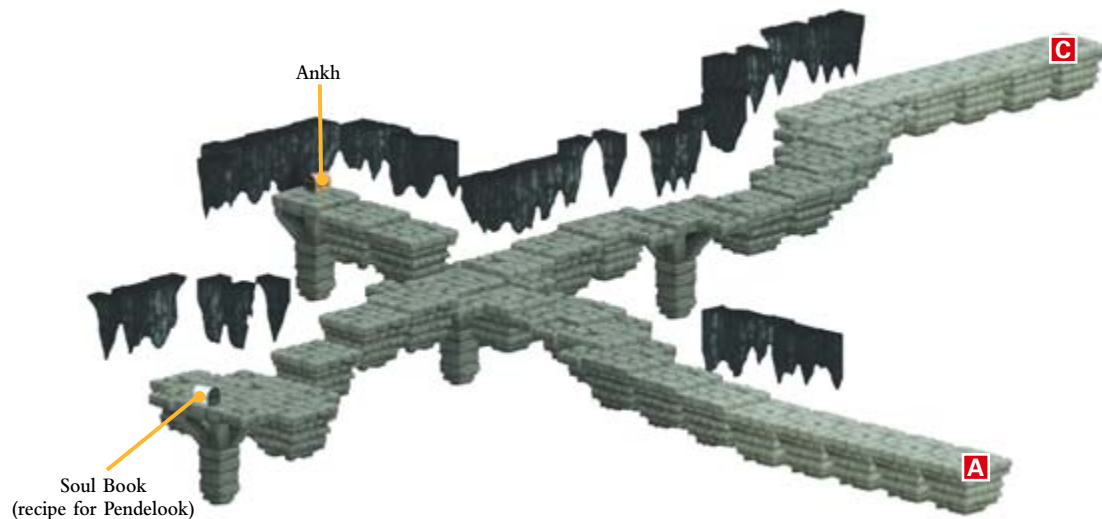
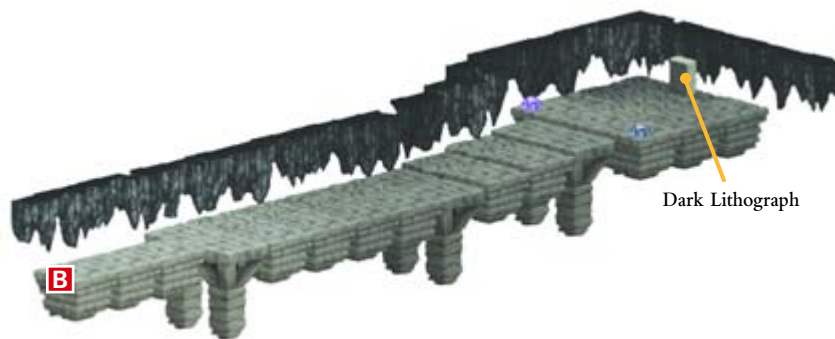
DARK SPRING



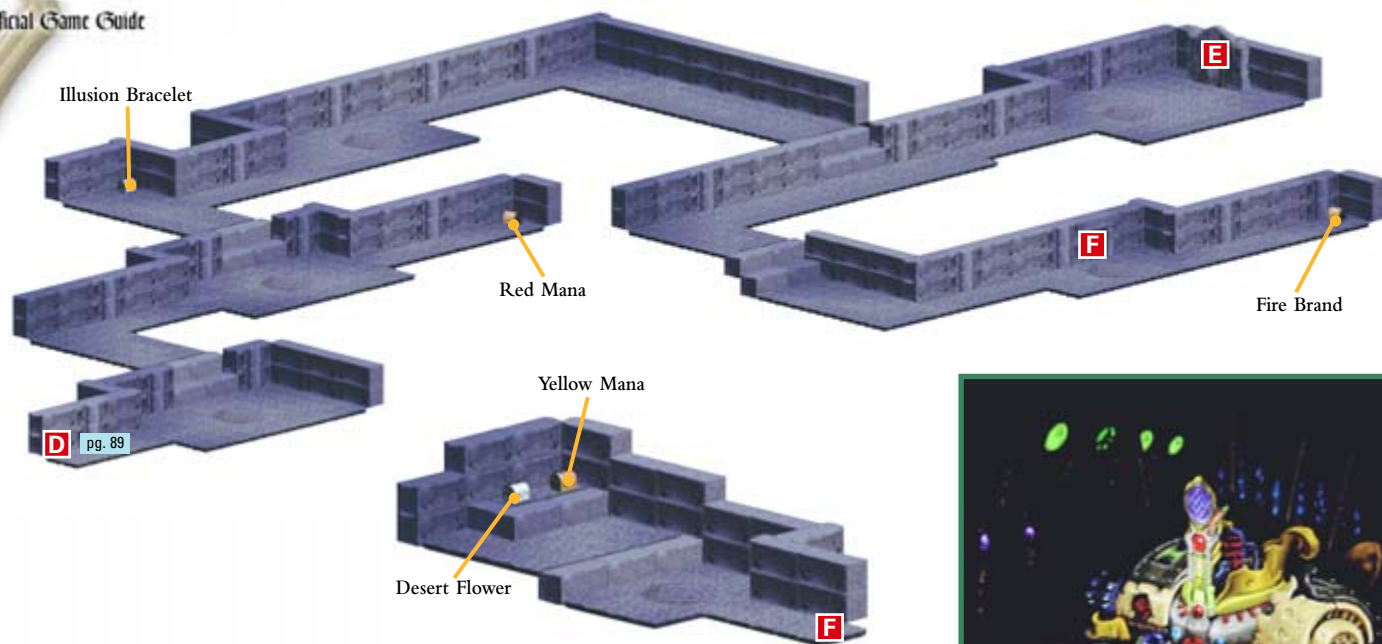


MOON TOWER





DESERT RUINS (CONTINUED)



CRYSTAL MONUMENT





Light Mana



CRYSTAL MONUMENT

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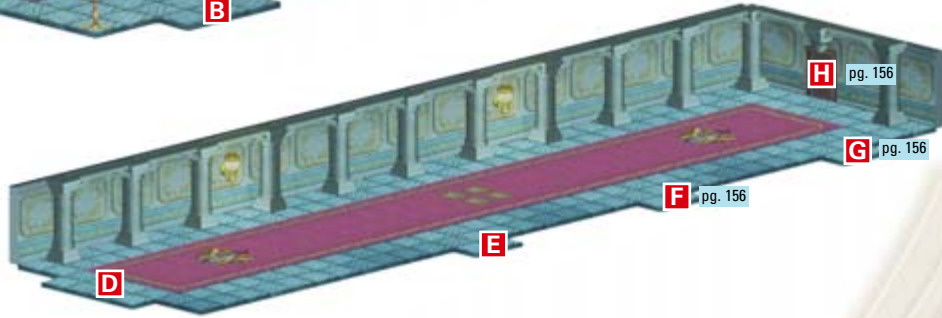
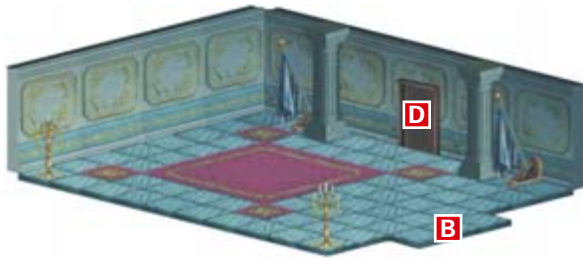
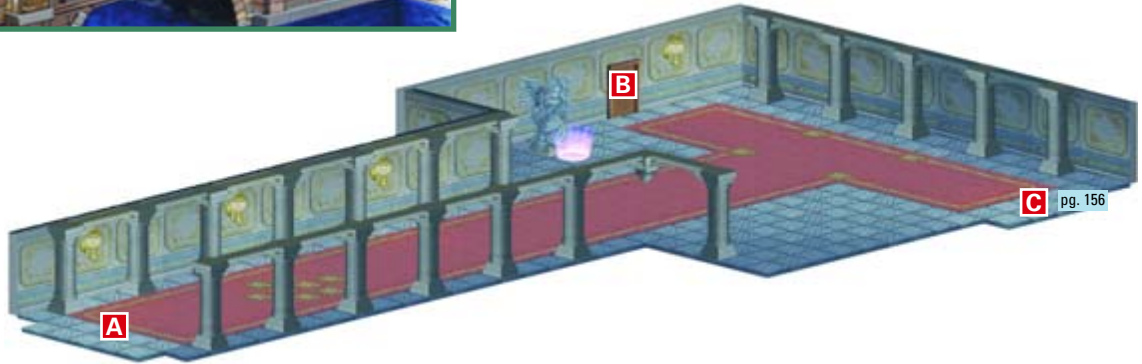
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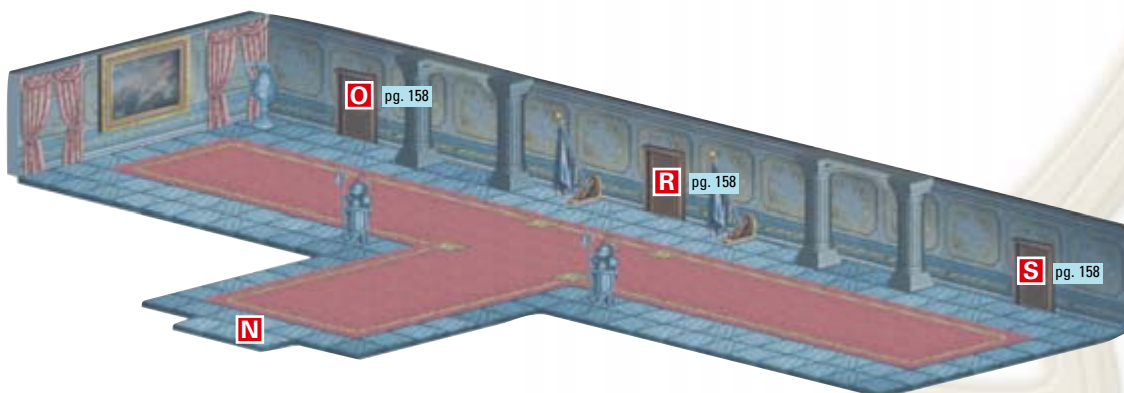
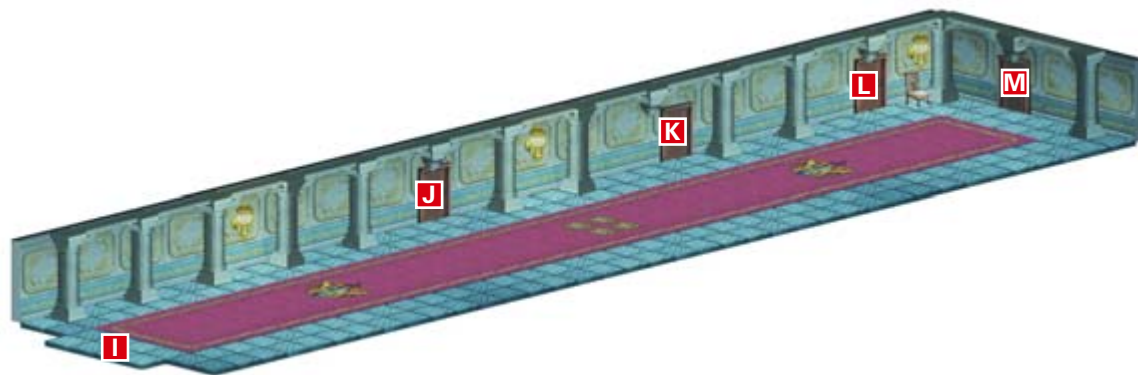
Shining Metal
(recipe for Platiin)

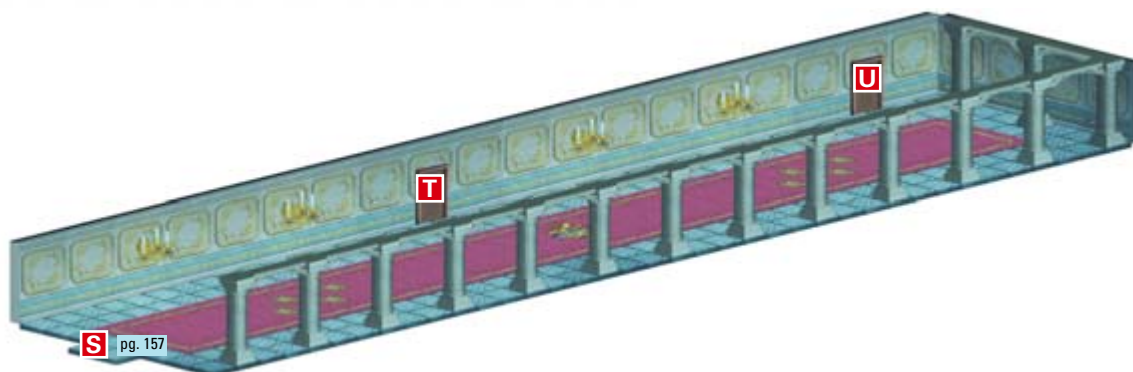
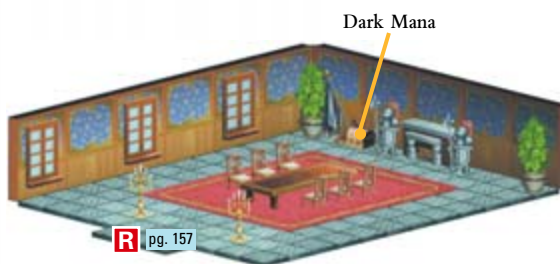
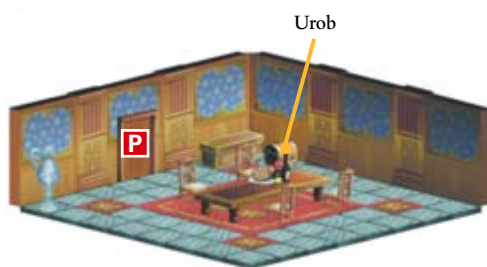
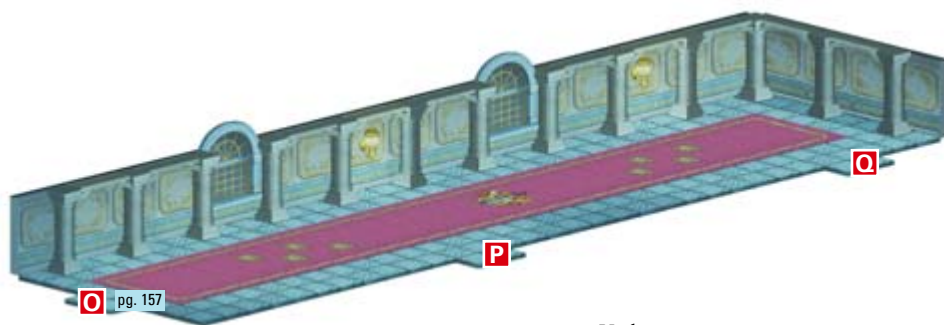


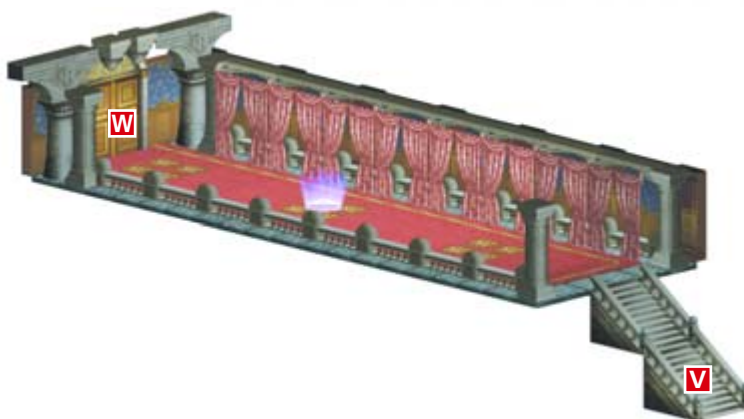
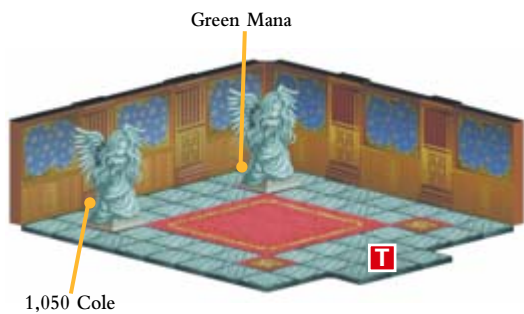
Dore Water





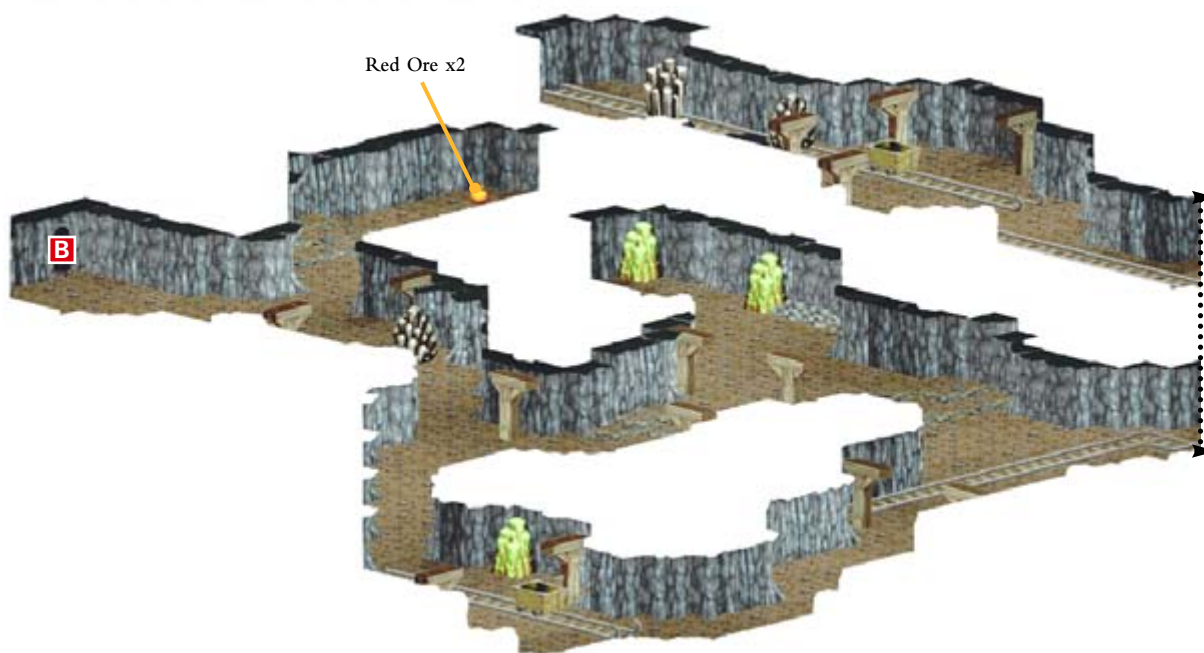
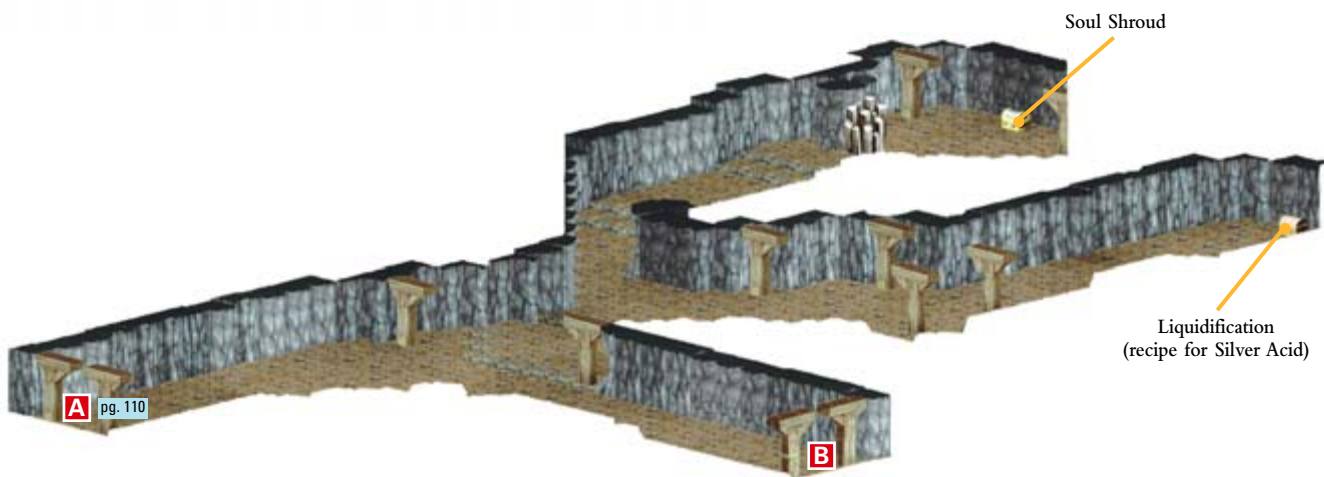


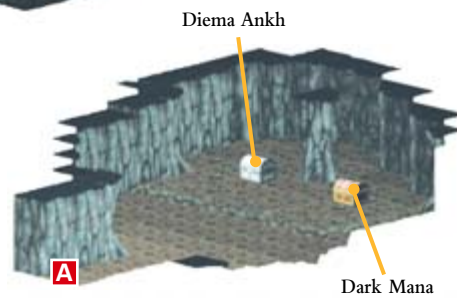


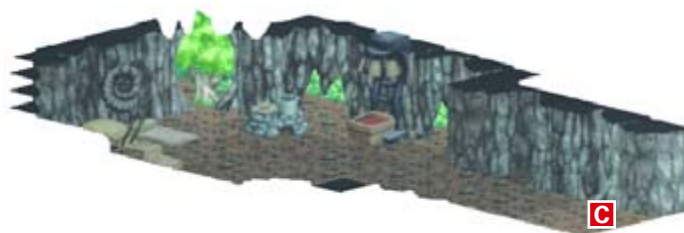


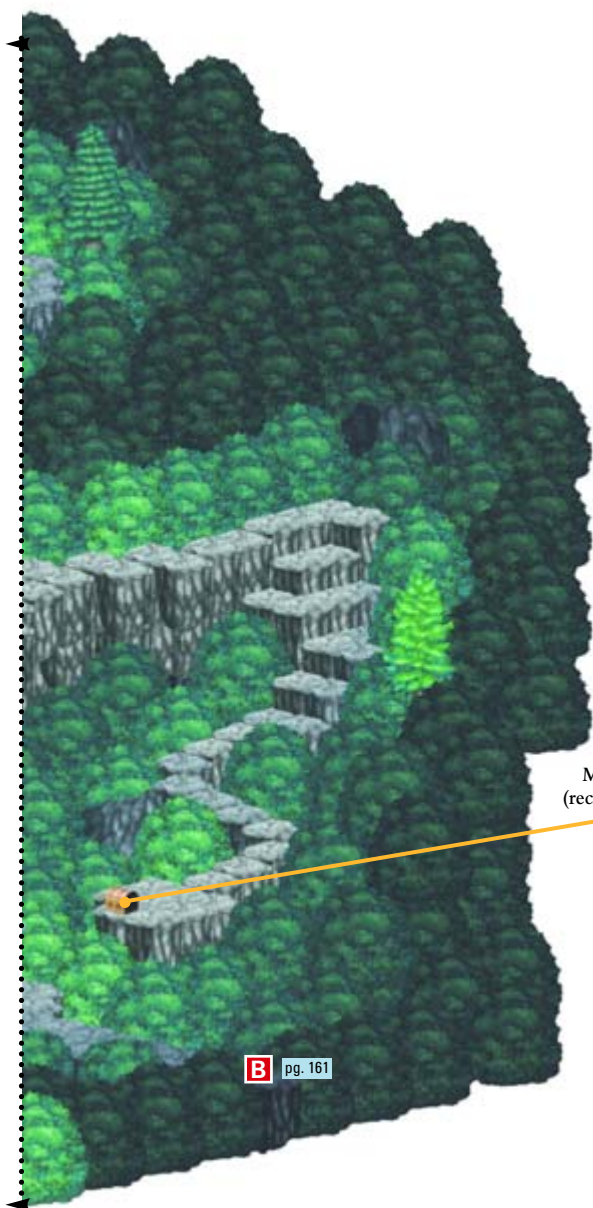


ONUKI CAVE









Mana Power: Life
(recipe for Aion Core)

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ALTENA CHURCH, HIDDEN LIBRARY



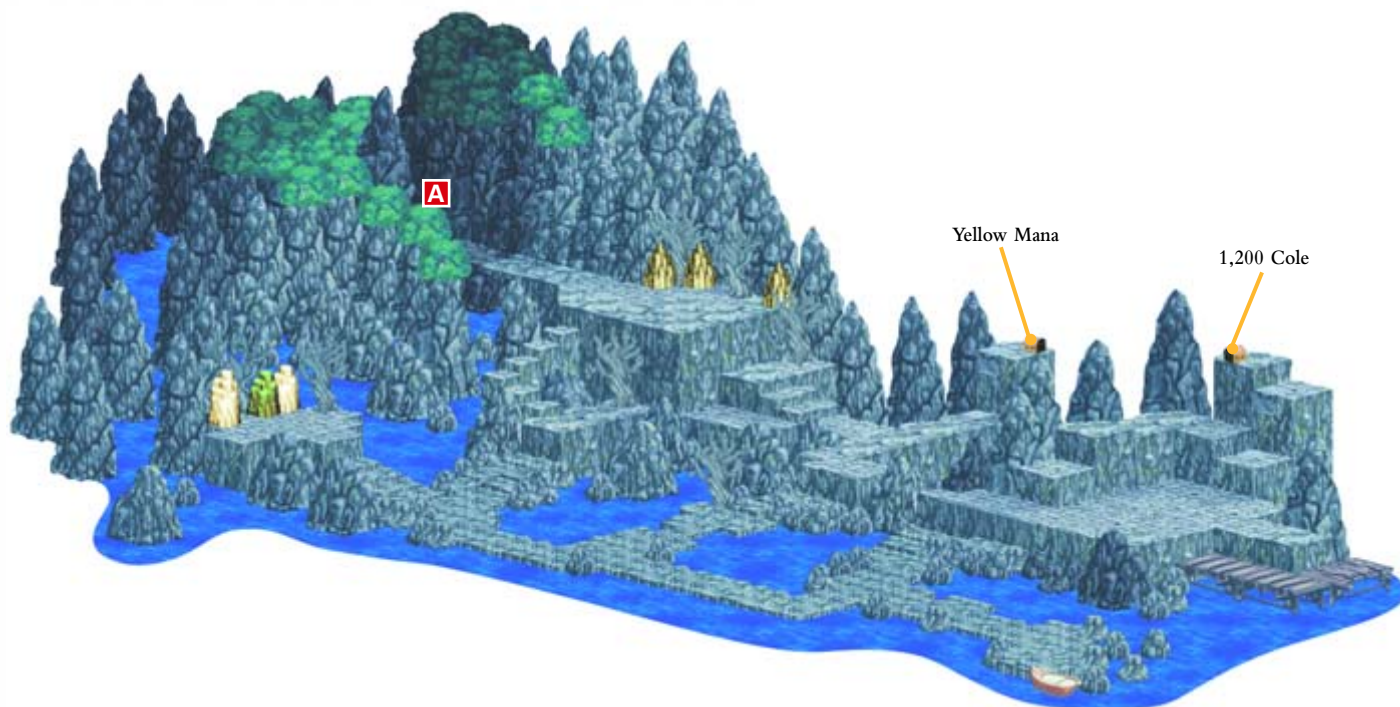
SOUTH GRAND PLAINS (CONTINUED)

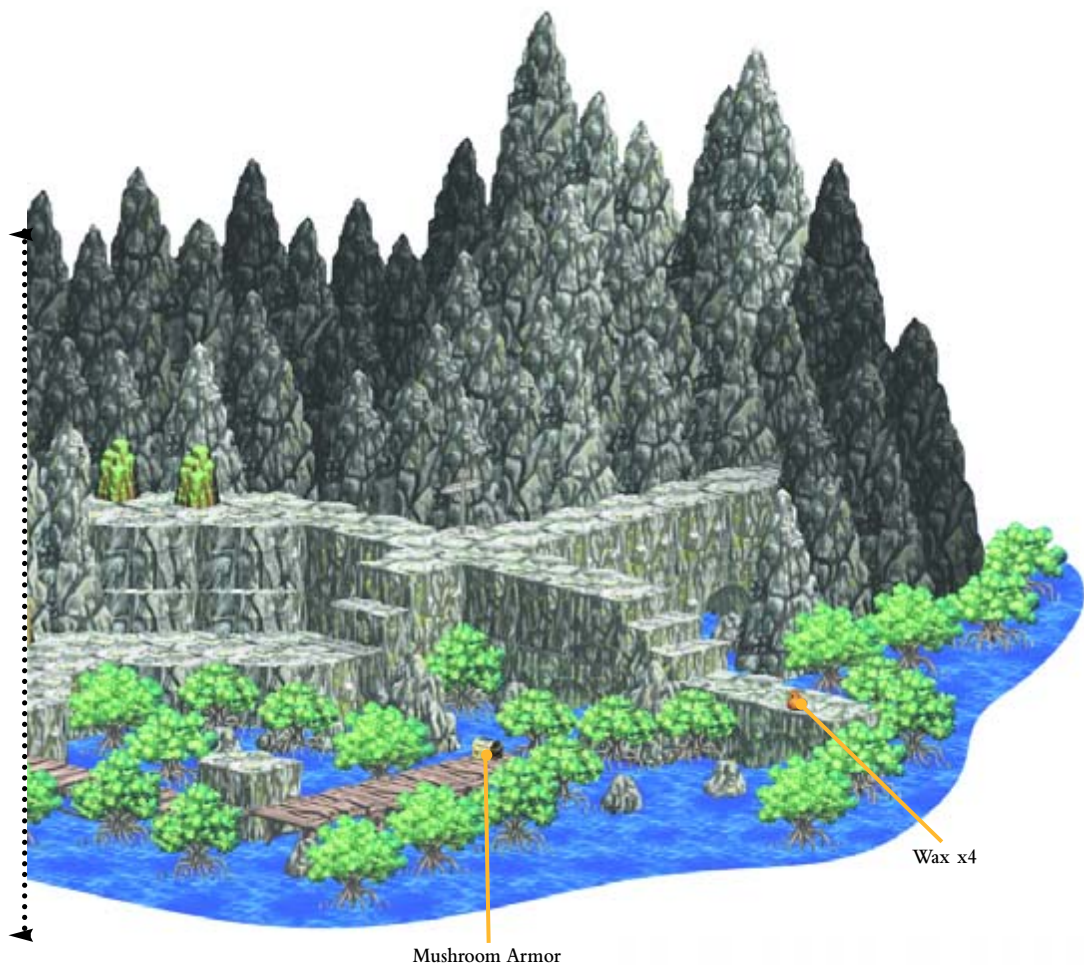


The Book of Soil
(recipe for Blood Clay)



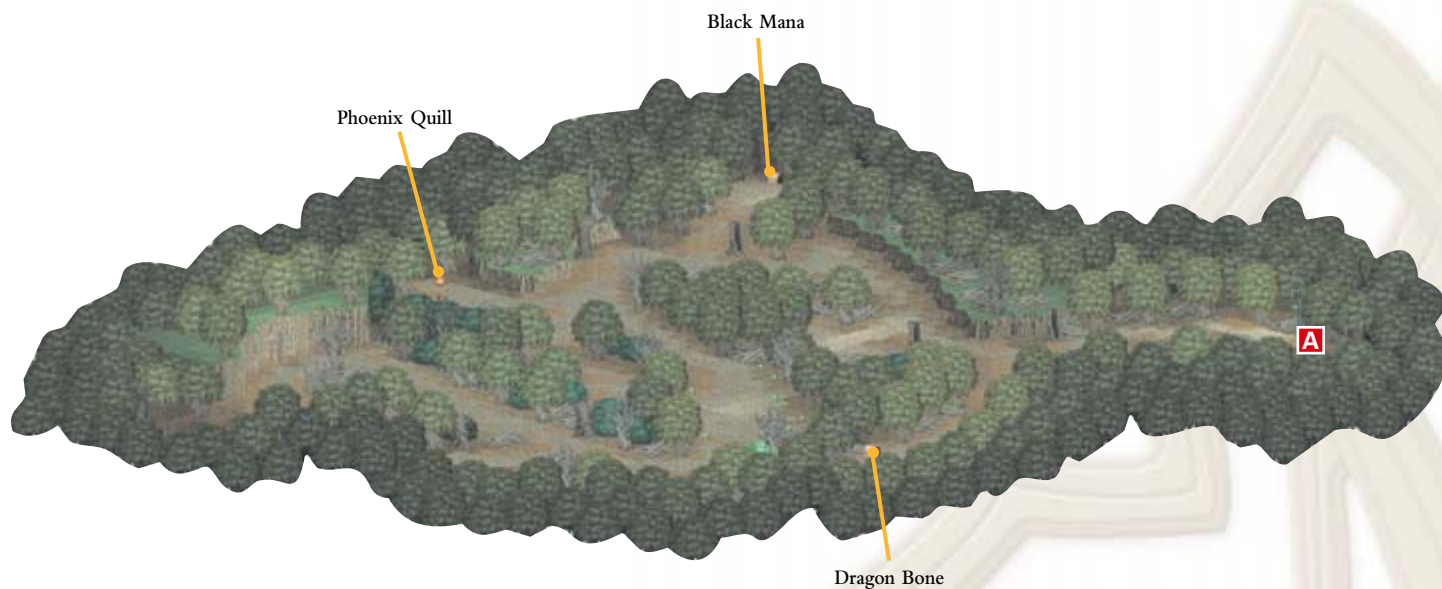
DARK ISLAND





Mushroom Armor

Wax x4

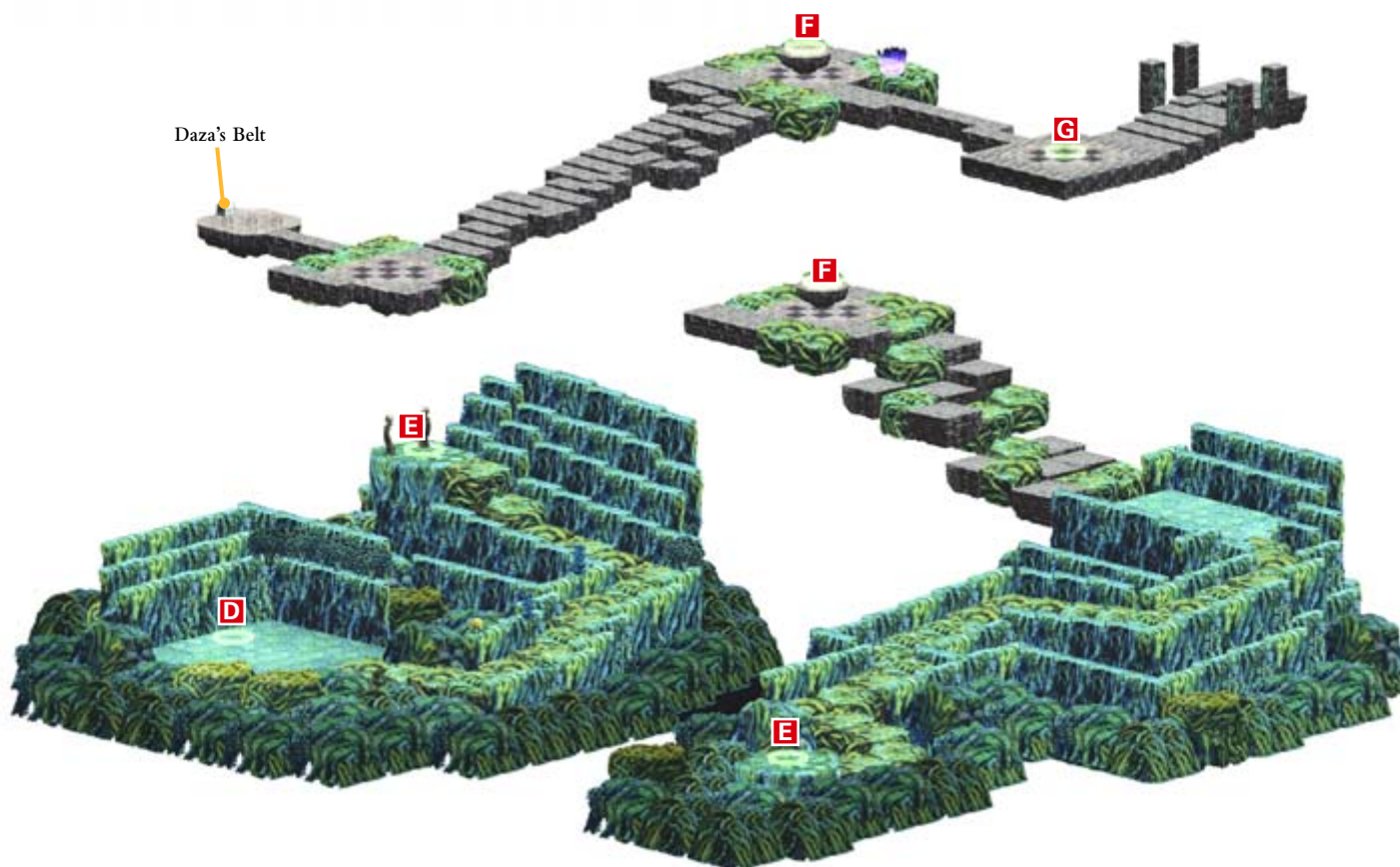
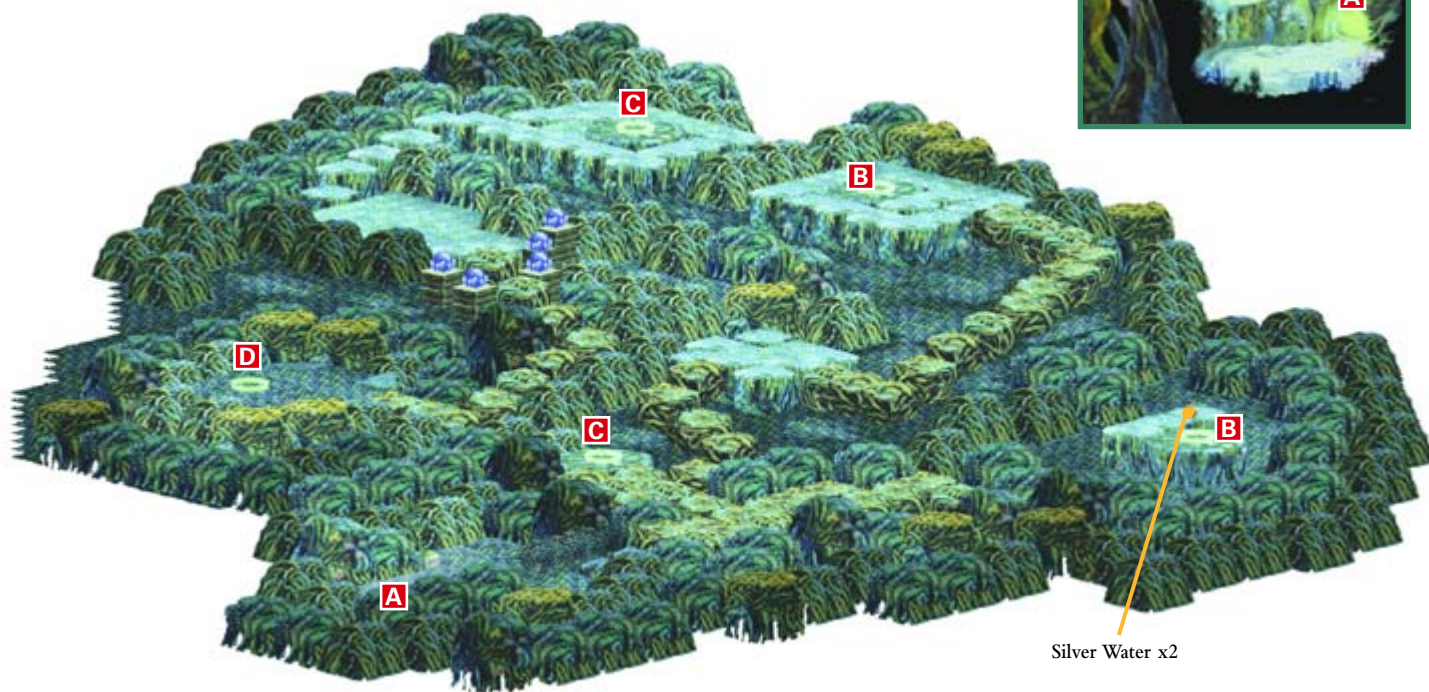
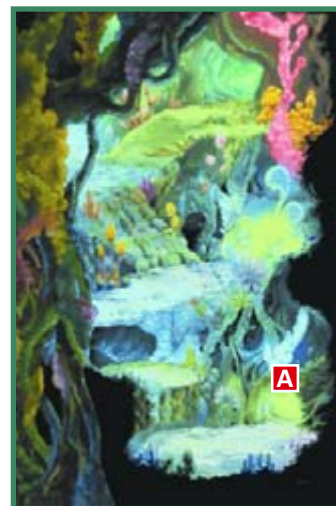


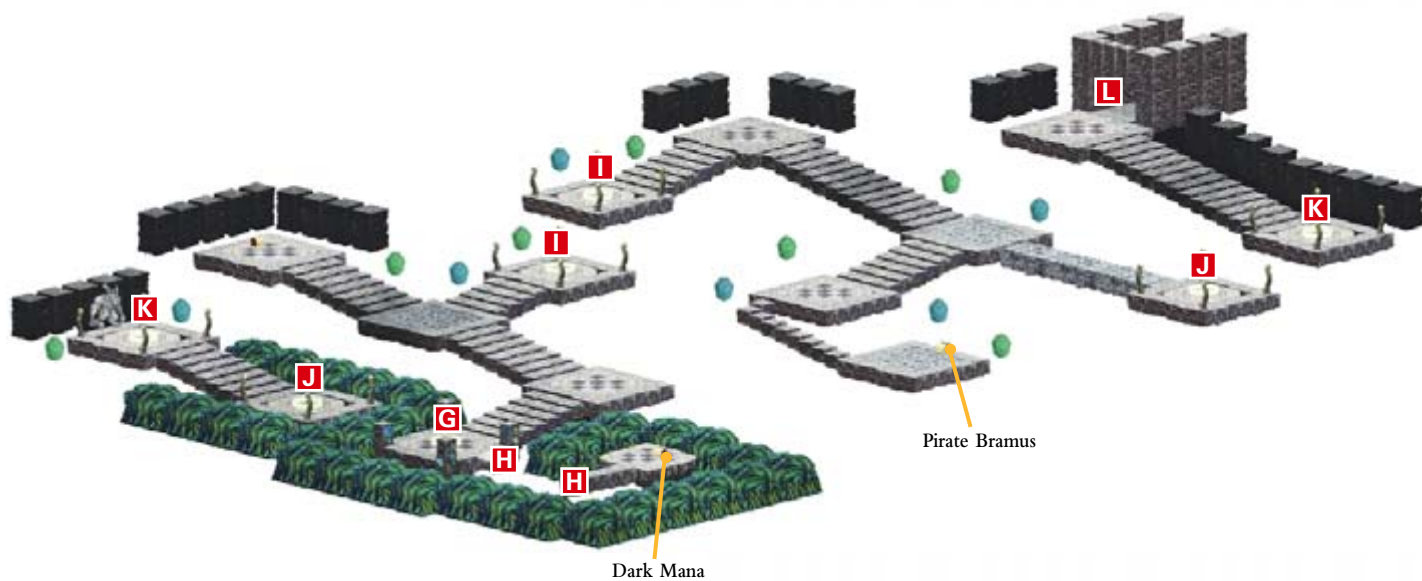
Phoenix Quill

Black Mana

Dragon Bone

VINTAVNE

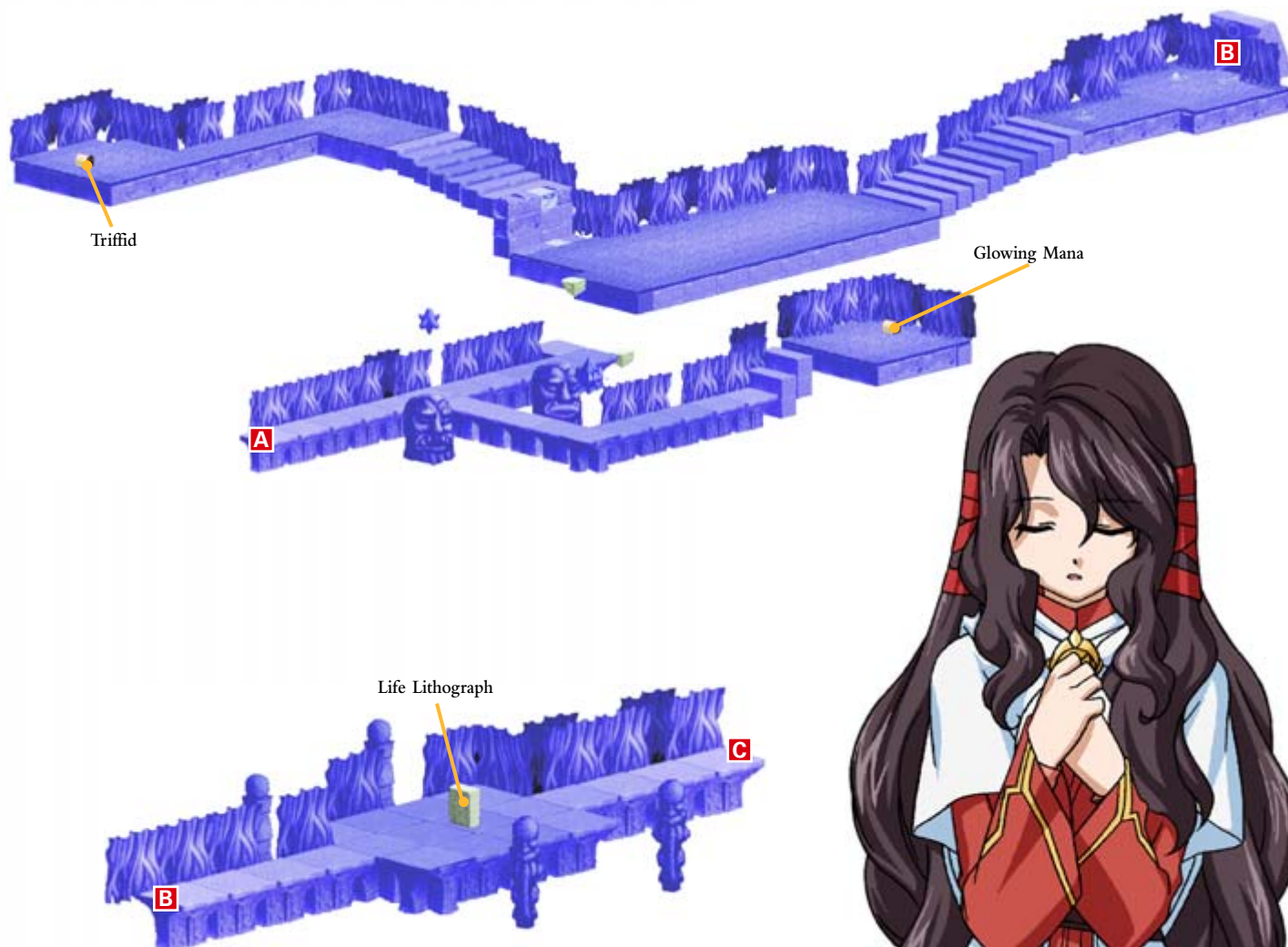


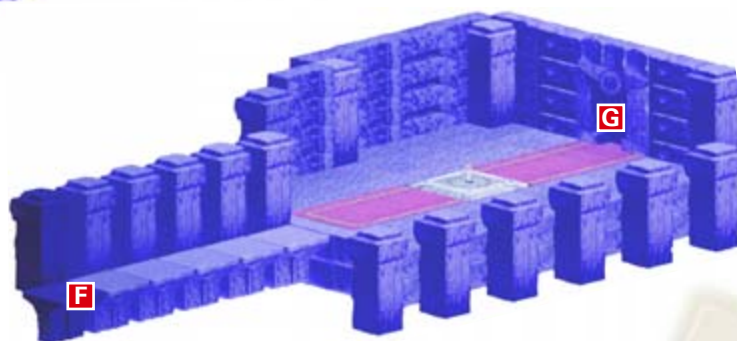
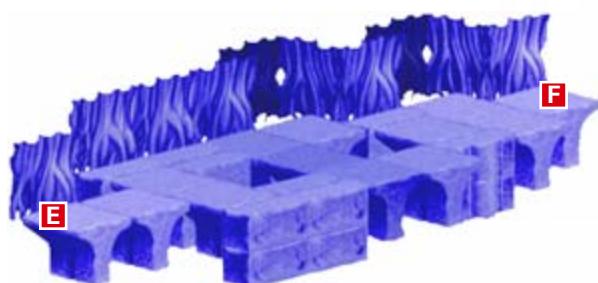
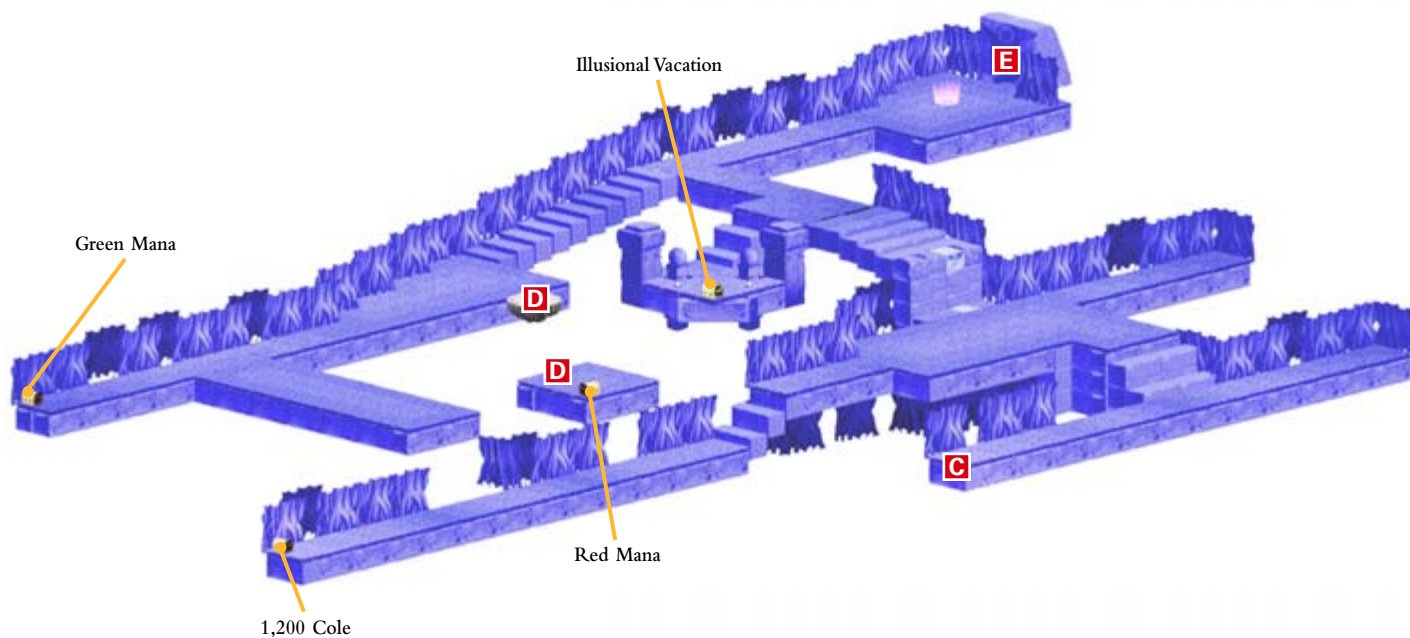


MYSTERIOUS PALACE

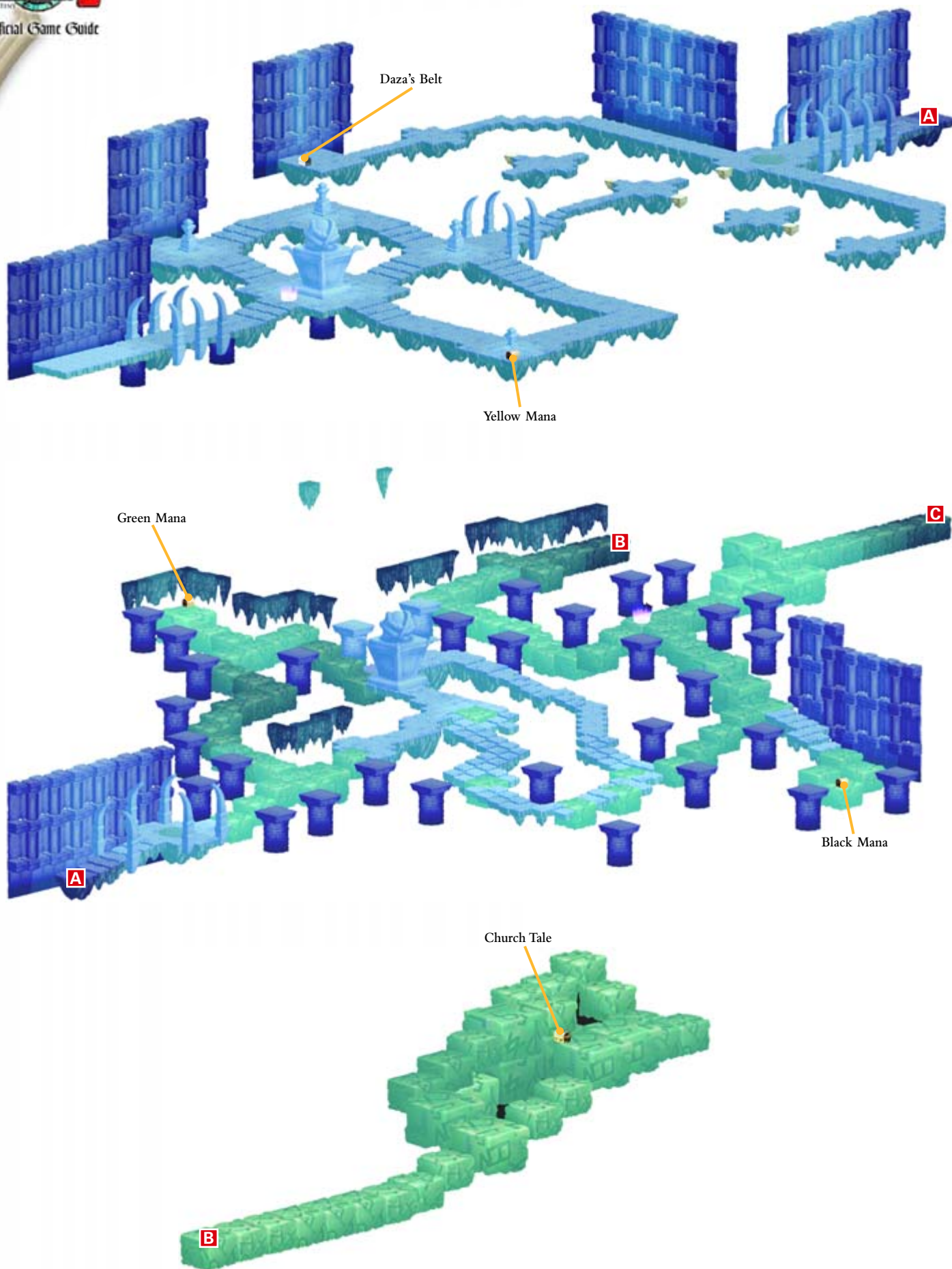


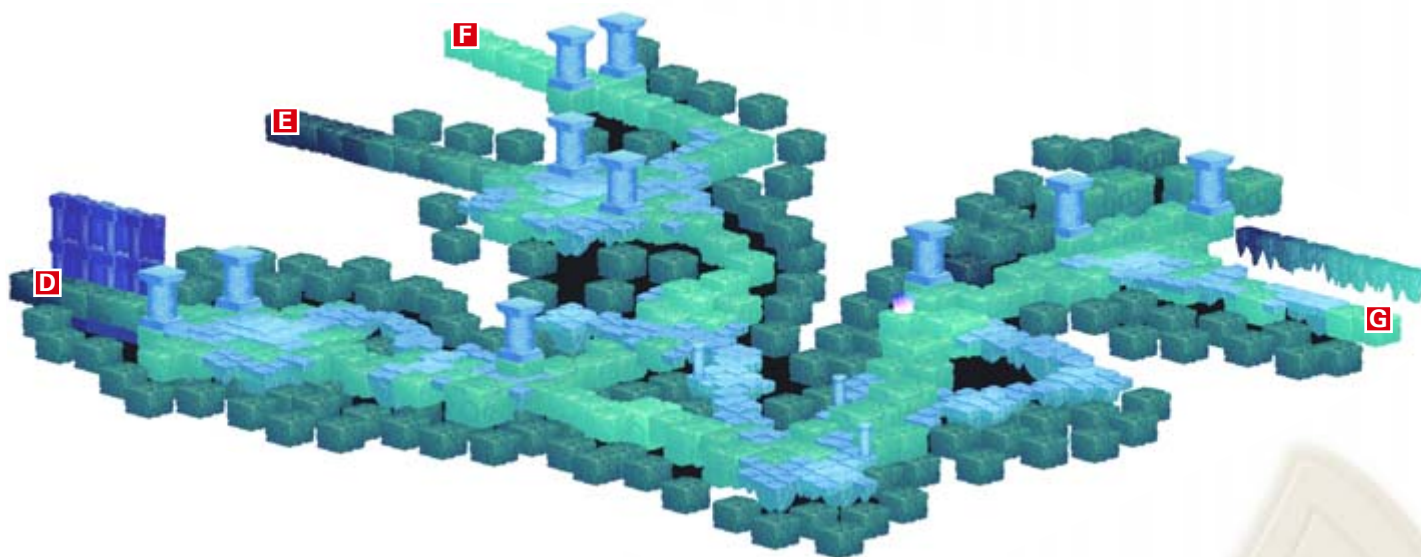
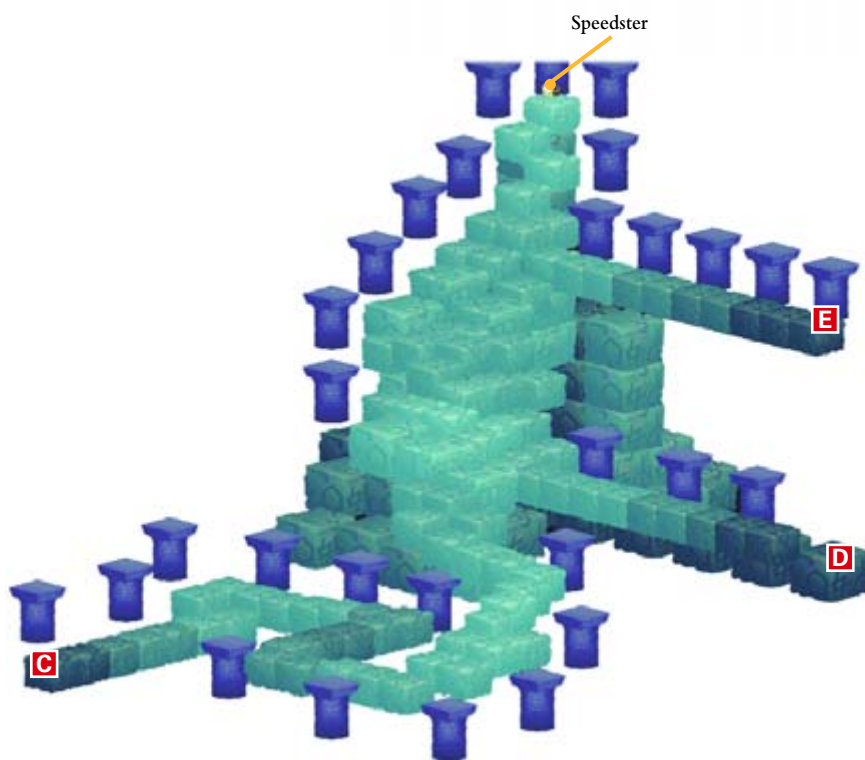
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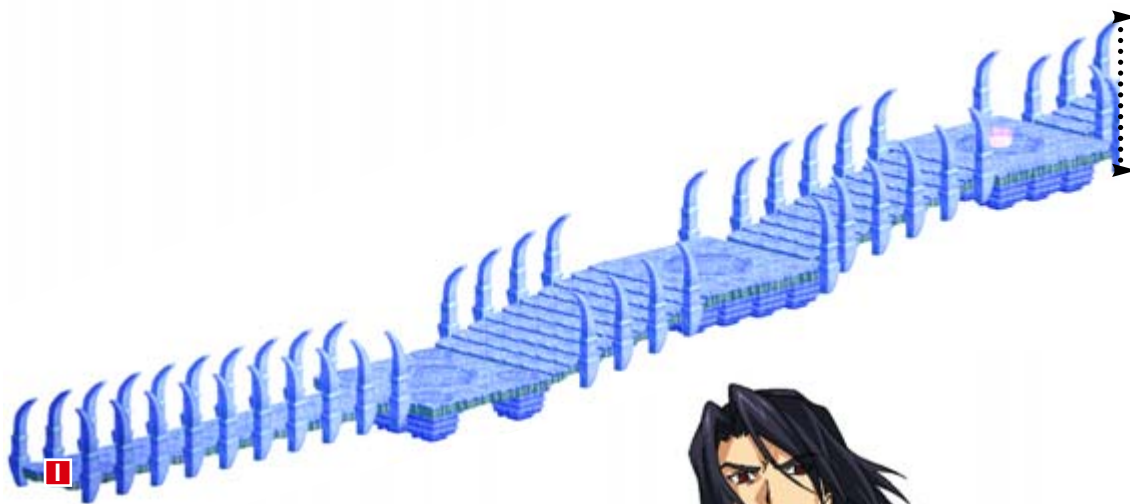
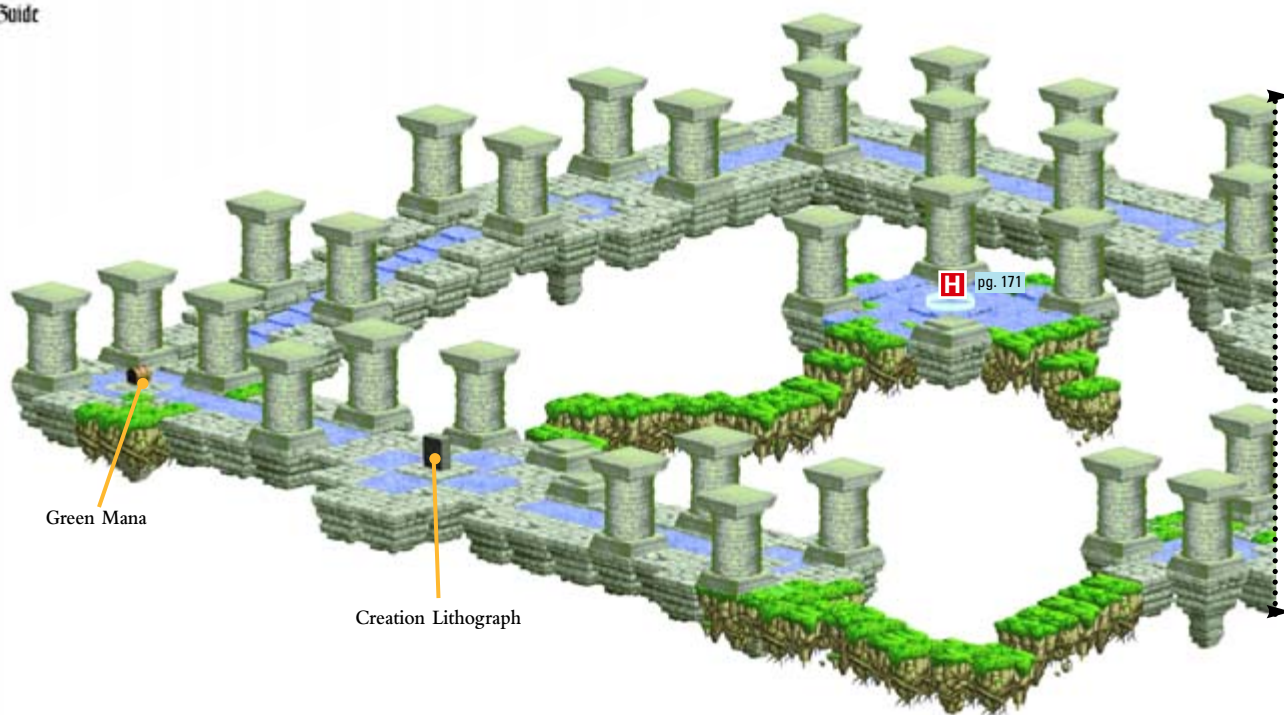


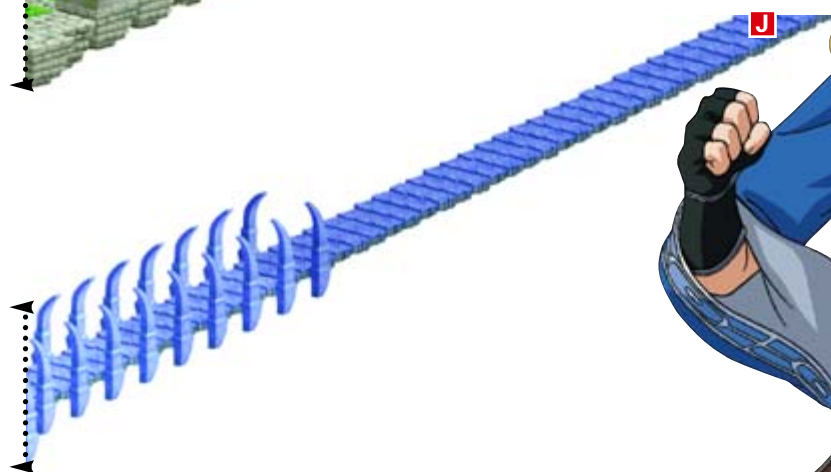
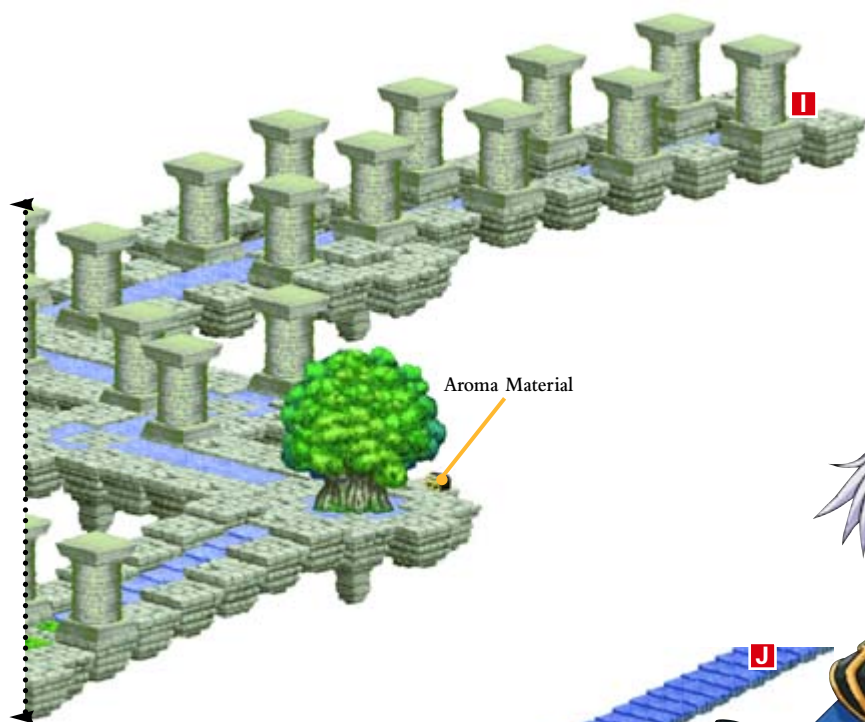


TEMPLE OF CREATION









Tables



ACCESSORIES

Atelier Iris 2 contains 70 different accessories for you to find, buy, or synthesize. Each character can have up to two accessories equipped at any one time.

LEGEND

ACCESSORY:

The name of the accessory.

LIFE:

When equipped, the increase, if any, given to the wearer's maximum LIFE total.

ATTACK:

The increase given to the wearer's Attack rating.

MAGIC:

The increase given to the wearer's Magic rating.

DEFENSE:

The increase given to the wearer's Defense rating.

SPEED:

The increase given to the wearer's Speed rating.

F. RES:

The increase given to the wearer's Fire resistance.

I. RES:

The increase given to the wearer's Ice resistance.

L. RES:

The increase given to the wearer's Lightning resistance.

D. RES:

The increase given to the wearer's Darkness resistance.

SPECIAL:

Whatever secondary effect, if any, the accessory conveys to its wearer.


USABLE BY:

Which of the six main characters can equip the item.







DESCRIPTION:

The in-game text that describes the item.







Ancient Mask

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES
—	—	15	10	—	7	7	7	—
SPECIAL				USABLE BY				
—								
DESCRIPTION								
An ancient mask with a strange design. Increases Magical power.								

Angel Feather

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES
10	—	10	5	—	—	8	—	8
SPECIAL				USABLE BY				
Speeds up time between turns				     				
DESCRIPTION								
Cuts down the time between turns and boosts Magic.								

Ankh

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
—	20	20	—	—	—	—	—	—
SPECIAL				USABLE BY				
User regenerates				     				
DESCRIPTION								
An ankh that has the ability to automatically restore LIFE.								







Ares Liquid

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
50	—	—	—	—	10	10	10	10
SPECIAL				USABLE BY				
—								
DESCRIPTION								
A gem that is as blue as tears. Protects its wearer in battle.								






Aroma Material

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES
100	21	24	25	5	25	25	25	10
SPECIAL				USABLE BY				
User regenerates								
DESCRIPTION								
A gem created by the arts of Alchemy. Regenerates LIFE.								







Aroma Talisman

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES
12	—	15	4	—	—	—	—	5
SPECIAL				USABLE BY				
Negates Paralysis				     				
DESCRIPTION								
This charm protects the wearer from Paralysis Attacks.								

Blau Helm

Data Form								
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES
—	—	12	15	3	—	18	—	14
SPECIAL				USABLE BY				
—				     				
DESCRIPTION								
A blue helmet. Increases Magic power and Ice resistance.								

Dark Fairy Clothes

Dark Fairy Clothes								
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES
36	12	14	20	10	6	10	6	12
SPECIAL				USABLE BY				
—				     				
DESCRIPTION								
Awesome clothing worn by the legendary Dark Fairy clans.								

Dark Fairy Hat

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
24	18	16	10	5	9	10	7	13

SPECIAL

USABLE BY

—

DESCRIPTION

An awesome hat worn by the legendary Dark Fairy clan.

Daza's Belt

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
60	5	—	10	—	—	—	—	—

SPECIAL

USABLE BY

Increases Skill gauge when life is recovered

DESCRIPTION

When LIFE is recovered, it also increases the Skill gauge.

Demon Ring

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
100	40	25	10	25	25	25	-500	—

SPECIAL

USABLE BY

—

DESCRIPTION

Evil powers increase its user's power drastically, but drops Dark resistance.

Diema Ankh

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
52	18	18	18	—	22	—	22	—

SPECIAL

USABLE BY

User is immune to critical hits

DESCRIPTION

A charm that can allow the wearer to avoid enemy critical Attacks.

Dragon Fang Earring

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
50	30	—	30	12	10	10	—	—

SPECIAL

USABLE BY

—

DESCRIPTION

Grants divine dragon protection, increasing Defense and Attack.

Dragon Shield

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
60	40	—	24	—	50	—	—	—

SPECIAL

USABLE BY

—

DESCRIPTION

A charm made from the scale of a dragon. Increases Fire resistance.

Eden Outfit

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
22	—	—	13	—	5	8	7	6

SPECIAL

USABLE BY

—

DESCRIPTION

The main pedestrian clothing in Eden. Slightly improves Defense.

Fairy Clothes

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
10	—	5	8	—	6	4	6	4

SPECIAL

USABLE BY

—

DESCRIPTION

Standard clothing that fairies wear. Slightly increases all stats.

Fairy Hat

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
5	—	7	4	—	4	5	4	5

SPECIAL

USABLE BY

—

DESCRIPTION

Standard hat that fairies wear. It has abilities over that of the Fairy Clothes.

Fire Brand

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
12	—	6	12	—	—	—	—	—

SPECIAL

USABLE BY

Absorbs Fire Attacks and converts them to LIFE

DESCRIPTION

Has the special ability to absorb Fire Attacks and convert them into LIFE.

Gargoyle's Mirror

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
—	50	-100	—	—	—	—	—	—

SPECIAL

USABLE BY

—

DESCRIPTION

Can reflect enemy Magic Attacks, but poor against direct attacks.

Gradin Cape

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
—	—	—	10	—	10	10	—	—

SPECIAL

USABLE BY

—

DESCRIPTION

A standard cape found in the Grand area. It is much sturdier than it looks.

Gurgu's Cane

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
36	—	50	—	—	7	7	7	9

SPECIAL

USABLE BY

—

DESCRIPTION

This unusual cane is a major material for making a Ruby Prism.

Ice Brand

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
12	—	5	12	—	—	—	—	—

SPECIAL

USABLE BY






Absorbs Ice Attacks and converts them to LIFE

DESCRIPTION


Has the special ability to absorb Ice Attacks and convert them into LIFE.




Illusion Bracelet

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES
12	10	—	6	—	5	—	5	—
SPECIAL				USABLE BY				
Speeds up time between turns								
DESCRIPTION								
Cuts down the time between turns and boosts fitness.								


Lightning Brand

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES
12	—	5	12	—	—	—	—	—
SPECIAL				USABLE BY				
Absorbs Lightning Attacks and converts them to LIFE								
DESCRIPTION								
Has the special ability to absorb Lightning Attacks and convert them into LIFE.								


Lota Cake

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES
29	16	8	12	—	20	10	7	8
SPECIAL				USABLE BY				
—								
DESCRIPTION								
An unstable red substance. Mainly used to resist flame.								


Magic Paper

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES
—	—	23	—	—	4	3	5	15
SPECIAL				USABLE BY				
—								
DESCRIPTION								
What looks like a blank sheet of paper really has Magic sealed within.								


Magic Pipe

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES
15	—	20	3	—	5	5	5	5
SPECIAL				USABLE BY				
Negates Sleep, Curses								
DESCRIPTION								
Charm that protects against Sleep and Curses with the power of spirits.								


Niv Tiara

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES
—	—	10	3	—	—	—	—	5
SPECIAL				USABLE BY				
Negates Poison								
DESCRIPTION								
A tiara that negates Poison Attacks and increases Magical power.								


Pendelook

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES
—	—	20	—	—	5	5	5	10
SPECIAL					USABLE BY			
—								
DESCRIPTION								
A black jewel said to be made from the tears of the dead.								


Pigeon Blood

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES
30	22	—	16	—	8	—	5	5
SPECIAL				USABLE BY				
—								
DESCRIPTION								
Jewelry with a blood-red ruby. It increases one's fighting ability.								

Platiin

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES
30	—	20	30	—	8	8	8	25
SPECIAL					USABLE BY			
—								
DESCRIPTION								
Called the holy metal. Wearing this will primarily help ward off darkness.								


Roten Helm

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES
18	—	5	15	—	18	—	—	14
SPECIAL				USABLE BY				
—								
DESCRIPTION								
A red helmet. Increases LIFE and Fire resistance, as well as others.								


Silver Armor

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES
—	—	16	24	—	10	10	10	—
SPECIAL					USABLE BY			
—								
DESCRIPTION								
Armor made of silver thread. Boosts Magic and resistances.								







Slaith Crown

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES
50	14	25	18	1	—	—	—	20
SPECIAL				USABLE BY				
—								
DESCRIPTION								
Handed down the Slaith Royal Family as proof of heritage.								


Slaith Dress

Slaitth Dress								
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
40	18	26	32	—	10	10	10	20
SPECIAL				USABLE BY				
—								
DESCRIPTION								
An exquisite dress handed down the Slaitth Royal Family.								







Soul Shroud

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES
-100	-50	-50	-100	-20	-50	-50	-50	100
SPECIAL				USABLE BY				
User becomes immune to physical Attack				     				
DESCRIPTION								
Completely nullifies enemy physical Attacks, at the cost of your own stats.								







Speedster

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
50	20	16	—	—	21	24	18	22
SPECIAL				USABLE BY				
Decreases the time between turns for the wearer								
DESCRIPTION								
Cuts down the time between turns and boosts all stats.								

Spirit Protect

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES
40	10	36	45	3	40	40	40	22
SPECIAL				USABLE BY				
—				     				
DESCRIPTION								
Uses spirit power to increase Magic power and all resistances.								

Totem Shield

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES
30	—	—	30	—	—	—	25	10
SPECIAL				USABLE BY				
—				     				
DESCRIPTION								
A mask with a strange design. Increases both Magical power, and Defense.								

MANA ITEMS

“Mana item” refers to easily made, synthesized items that can be used only once. From healing potions to alchemical bombs, the phrase Mana item covers a lot of ground.

LEGEND**MANA ITEM:**

The name of the Mana item, listed alphabetically.

RECIPE:

The items you require to initially synthesize the item in Viese's workshop. Items labeled with an asterisk can be substituted with a similar item; doing so may improve or degrade the item's quality, or create a brand-new item.

ELEMENT COST:

The required Elements to create an item via Mana Synthesis. You must create an item via ordinary synthesis first before it can be Mana Synthesized!

EFFECT:

The effect the item has when used. Note that some items have different effects on the field map than they have if they're used in combat.

Aion Core

RECIPE	EFFECT
Green Mana	Permanently improves LIFE by 15.
ELEMENT COST	
Life 70	

Amanita Needle

RECIPE	EFFECT
Yadok Fungo, Dragon Blood, Spoiled Meat*	Has a small chance of instantly killing an opponent.
ELEMENT COST	
Poison 3, Dark 3, Metal 3	

Animal Cookie

RECIPE	EFFECT
Pure Water*, Flour, Heal Herb*	Feed one to a mystical beast so you can speak to it. You can also use it to restore 30–50 LIFE to a single character.
ELEMENT COST	
Wood 2	

Altena Jar

RECIPE	EFFECT
Heal Jar*, Pendelook	Revives an unconscious ally.
ELEMENT COST	
Lightning 2	

Aroma Pot

RECIPE	EFFECT
Wild Meat, Huffin Water	Instantly triggers a random encounter; refills Encounter gauge.
ELEMENT COST	
Aroma 1	

Astral Globe

RECIPE	EFFECT
Globeball, Violet Fungus, Industrial Alcohol*, Celestial Map*	A map of the stars, this does heavy Lightning damage to a single target.
ELEMENT COST	
Lightning 8	

Basilisk Eye

RECIPE	EFFECT
Desert Flower, Blood Clay	May Paralyze enemies.
ELEMENT COST	
Poison 5, Stone 1	

Bomb Ice

RECIPE	EFFECT
Pure Water*, Ice Stone	A low-powered single-target Ice attack.
ELEMENT COST	
Water 3	

Craft

RECIPE	EFFECT
Nue*	A low-powered single-target physical attack.
ELEMENT COST	
Wood 2	

Cure Crystal

RECIPE	EFFECT
Crystalite*, Eite Liqueur*, Platiin	The best healing item there is. Restores all lost LIFE and cures all abnormal statuses.
ELEMENT COST	
Illusion 3, Life 1, Lightning 1	

Cure Jar

RECIPE	EFFECT
Heal Herb*, Frozen Rain*	Cures Poison, Sleep, and Paralysis statuses.
ELEMENT COST	
Water 2, Fire 1	



Dark Lightning Cloud

RECIPE	EFFECT
Lightning Rod*, Comet Gem*	A medium-powered time effect that strikes the enemy with Lightning every turn.
ELEMENT COST	
Air 3	

Destone Orb

RECIPE	EFFECT
Mini Pendelook, Ancient Ore, Glow Lamp	Cures advanced cases of fossilization.
ELEMENT COST	
Life 1, Lightning 1	

Diselement

RECIPE	EFFECT
Manatini, Silver Acid	Drops a single enemy's Fire, Ice, and Thunder resistance.
ELEMENT COST	
Illusion 1, Water 2	

Divine Shield

RECIPE	EFFECT
Flay Hammer*, Red Crystal*	Creates a barrier, automatically blocking the next attack directed at the affected character.
ELEMENT COST	
Illusion 2, Metal 2	

Dragon Gem

RECIPE	EFFECT
Dragon Blood, Dragon Bone*	A cute little dragon will breathe fiery death upon your enemies for the next five turns.
ELEMENT COST	
Illusion 2, Fire 4	

Element Blaze

RECIPE	EFFECT
Gold Crowbar*, Philosophic Ash, Dark Scroll, Magatama Cone	All enemies are crushed by the hand of an angry god, taking heavy damage from all elemental sources.
ELEMENT COST	
Sound 5, Dark 2	

Elixir

RECIPE	EFFECT
Heal Jar*, Dore Water	Revives an unconscious ally, restores a lot of LIFE, cures all abnormal statuses.
ELEMENT COST	
Life 2, Water 10, Illusion 4	

Fairy Tea

RECIPE	EFFECT
Yugdore Water, Nectar*	Makes thickets blossom.
ELEMENT COST	
Wood 3, Aroma 3	

Faustus Core

RECIPE	EFFECT
Dark Mana	Permanently improves Magic by 5.
ELEMENT COST	
Life 50, Illusion 20	

Fear Bottle

RECIPE	EFFECT
Spoiled Meat, Huffin Water	Empties Encounter gauge. Doesn't always work.
ELEMENT COST	
Water 1	

Flame

RECIPE	EFFECT
Red Ore*, Red Legien*	A small Fire-based explosive that damages a single target.
ELEMENT COST	
Fire 2	

Flay Hammer

RECIPE	EFFECT
Damask Ring, Red Legien*	Use one to mine metals/stones/ores out of rocks.
ELEMENT COST	
Metal 1	

Flute of Cerberus

RECIPE	EFFECT
Gravity Stone, Amanita Needle*	Begins a high-powered Fire-based time effect. Every turn, all enemies get consumed by flames for heavy damage.
ELEMENT COST	
Sound 2, Fire 12	

Globe

RECIPE	EFFECT
Globeball, Violet Fungus, Industrial Alcohol*, Nautical Charts*	When you throw heavy things at people, they hurt. A single target takes heavy physical damage.
ELEMENT COST	
Stone 15	

Glow Lamp

RECIPE	EFFECT
Eite Liqueur, Dem Ore*	Lights up darkened areas, such as the Noir Historical Society. In battle, lowers the target's Defense.
ELEMENT COST	
Fire 3	

Grappling Hook

RECIPE	EFFECT
Cotton Cloth*, Aeronium*	Allows you to climb cliffs. In battle, lowers a single enemy's Speed and/or Defense.
ELEMENT COST	
Stone 2, Wood 2	

Heal Bulb

RECIPE	EFFECT
Heal Jar*, Eite Liqueur*	A powerful healing item. Use it to restore 300 LIFE.
ELEMENT COST	
Water 6, Lightning 1	

Heal Herb

RECIPE	EFFECT
Magi Grass*, Pure Water*	Restores 50–75 LIFE to a single party member.
ELEMENT COST	
Wood 1	

Heal Jar

RECIPE	EFFECT
Heal Herb*, Moon Stone*	Restores 100–125 LIFE to a single party member.
ELEMENT COST	
Water 2	

Huffin Water

RECIPE	EFFECT
Huffin, Pure Water*	Has a good chance of putting the entire enemy party to sleep.
ELEMENT COST	
Water 1, Aroma 1	

Ice Comet

RECIPE	EFFECT
Quicksilver Ankh*, Charcoal*, Pendulum*	A meteorite made of ice strikes all enemies, inflicting heavy Ice and physical damage.
ELEMENT COST	
Stone 6, Water 2, Air 1	

Item Wish	
RECIPE	EFFECT
Industrial Alcohol*, Eite Liqueur*	A small magical rainstorm is conjured, possibly turning weak enemies into items.
ELEMENT COST	
Metal 2, Water 2, Air 1	

Key of Hermes	
RECIPE	EFFECT
Silver Crowbar, Wax	Unlocks silver doors and chests.
ELEMENT COST	
Metal 1	

Lightning Rod	
RECIPE	EFFECT
Lightning Stone, Puniball*, Silver Crowbar*	Use this to target a single enemy with Lightning. May inflict Paralysis on its target.
ELEMENT COST	
Air 2	

Mega Flame	
RECIPE	EFFECT
Red Ore*, Flame*	A Fire-based explosive with a broad area of effect. Blows down stone boulders.
ELEMENT COST	
Fire 3, Stone 1	

Megido's Key	
RECIPE	EFFECT
Gold Crowbar, Destone Orb	Unlocks golden doors and chests.
ELEMENT COST	
Lightning 1	

Mell Orb	
RECIPE	EFFECT
Mini Pendelook, Shadow Stone*, Glow Lamp	Cures fossilization.
ELEMENT COST	
Life 1, Lightning 1	

Meteor	
RECIPE	EFFECT
Aeronium*, Charcoal*, Pendulum*	Smashes an entire enemy group with physical and Fire damage.
ELEMENT COST	
Stone 6, Air 1	

Nectar	
RECIPE	EFFECT
Puniball*, Mini Pendelook*, Ale*	Revives an unconscious ally and restores roughly half his or her LIFE.
ELEMENT COST	
Water 5	

Nymph Core	
RECIPE	EFFECT
Blue Mana	Permanently improves I Res by 5.
ELEMENT COST	
Life 50, Water 20	

Pendulum	
RECIPE	EFFECT
Red Legien*, Moon Stone*	Shows you how many treasure chests, silver treasure chests, golden treasure chests, cliffs, and boulders remain in the dungeons you've visited so far.
ELEMENT COST	
Metal 1	

Philosophic Ash	
RECIPE	EFFECT
Glowgrass*, Glow Lamp*	Temporarily raises a character's Fire, Ice, and Lightning resistances.
ELEMENT COST	
Fire 1	

Plua Core	
RECIPE	EFFECT
Black Mana	Permanently improves D Res by 5.
ELEMENT COST	
Life 50, Dark 20	

Power Shield	
RECIPE	EFFECT
Blue Bracer*, Comet Gem*, Dragon Meat, Ancient Ore	Extends the protection of the Divine Shield to the entire group.
ELEMENT COST	
Illusion 3, Metal 3, Stone 1	

Rainbow Cloth	
RECIPE	EFFECT
Pearlberry, Cure Jar	Translates lithographs.
ELEMENT COST	
Wood 3, Illusion 2	

Refuel	
RECIPE	EFFECT
Heal Jar*, Super Nue, Manatini	In combat, restores 120–150 LIFE to the entire active party. Out of combat, restores 120–150 LIFE to the entire party.
ELEMENT COST	
Water 4	

Return Gem	
RECIPE	EFFECT
Mini Pendelook, Super Nue	Instantly teleports you back to a dungeon's entrance. If it doesn't work, it's usually because there's a cutscene waiting for you on the way back out.
ELEMENT COST	
Metal 1	

Silwest Core	
RECIPE	EFFECT
Glowing Mana	Permanently improves L Res by 5.
ELEMENT COST	
Life 50, Air 20	

Super Uni	
RECIPE	EFFECT
Gravity Crystal, Mega Flame*, Ore*, Spiteful Stone*	Does high-powered physical damage to an entire enemy group.
ELEMENT COST	
Lightning 5, Stone 10, Metal 3	

Tera Flame	
RECIPE	EFFECT
Red Ore*, Mega Flame*	Levels the entire enemy party with a powerful explosion of Fire. Destroys tempered boulders.
ELEMENT COST	
Fire 5, Stone 3, Lightning 1	

Thunder Rod	
RECIPE	EFFECT
Lightning Stone, Puniball*, Gray Crowbar*	Throw this needle to level a group of enemies with Lightning. May inflict Paralysis on those affected.
ELEMENT COST	
Air 4, Metal 2	

Time Stone	
RECIPE	EFFECT
Key of Hermes*, Blood Clay*, Graden Salt	Lowers enemies' Speed.
ELEMENT COST	
Dark 1, Illusion 4, Stone 5	

Under Globe	
RECIPE	EFFECT
Globeball, Violet Fungus, Industrial Alcohol*, Dark Scroll*	A map of an inhuman world, this does heavy Dark damage to a single target.
ELEMENT COST	
Dark 8	

Uni	
RECIPE	EFFECT
Nue, Wonder Grow	Tosses a spiny seed at enemies, doing light damage over a wide area.
ELEMENT COST	
Wood 1	

Uroborus Pill	
RECIPE	EFFECT
Cure Jar*, Frozen Rain*, Urob, Pikohammer*	Cures all abnormal ailments.
ELEMENT COST	
Aroma 2, Lightning 1, Wood 1	

Uru Core	
RECIPE	EFFECT
Red Mana	Permanently improves F Res by 5.
ELEMENT COST	
Life 50, Fire 20	

Wonder Grow	
RECIPE	EFFECT
Aihie Fungo*, Heal Herb*	Makes sprouts blossom.
ELEMENT COST	
Wood 1, Water 1	

Yugdore Water	
RECIPE	EFFECT
Wonder Grow*, Cure Jar*	Makes saplings blossom.
ELEMENT COST	
Wood 2, Water 2	

Zuvelk Core	
RECIPE	EFFECT
Yellow Mana	Permanently improves Attack by 5.
ELEMENT COST	
Life 50, Metal 20	



HARVESTED ITEMS

You'd be surprised what you can use for alchemy. Anything from obscure plants to unrefined metals can be thrown into Viese's cauldron and used to make the items you need to survive.

Toward that end, the following provides a helpful reference for all the harvestable items in the game.

ITEM WISHING



Note that with one exception (the Globeball found inside a treasure chest in the Great Lighthouse), several harvested items are found only by using the Item Wish on various monsters.

Fortunately, most monsters turn into one of six things: a Groovecube, Globeball, Violet Fungus, Star Piece, Gogo Suit or Rainbow Disc.

LEGEND

ITEM:
The name of the item.

EFFECT:
Each harvested item contributes a specific Property to the product of any alchemical combination it's involved with. This lists what the effect of that Property is. Note that an accessory or Alchemy item's Property Reviews will be conveyed to its user.

QUALITY:
The higher an item's quality, the higher-quality the end product will be when you use the item in synthesis. When in doubt, use the items with the highest quality rating.



HARVESTED ITEMS		
ITEM	EFFECT	QUALITY
Aeronium	Damage Up (XS)	100
Aihie Fungo	Quality Up (L)	100
Ale	Damage Up (S)	100
Ancient Ore	L Res Up (S)	100
Black Mana	Magic Up (S)	125
Blue Mana	Elemental Damage	125
Comet Stone	Pwr Up (XS)	100
Dark Mana	Spd Up (S)	125
Dem Ore	Spd Up (XS)	100
Desert Flower	All Res Up (XS)	100
Dore Water	Heal Up (L)	125
Dragon Blood	Quality Up (XL)	125
Dragon Bone	F Res Up (XS)	100
Dragon Horn	F Damage (M)	100
Dragon Meat	Dragon Slayer	115
Dragon Tongue	Del Support x2	125
Dry Glowgrass	Damage Up (XS)	10
Faux Puniball	Damage Up (S)	10
Flour	Quality Up (XS)	100
Foul Water	Range (S)	5
Fresh Glowgrass	Heal Up (S)	115
Frozen Rain	Damage (S)	100
Globeball	Critical Up (S)	100
Glowgrass	Element Cost Down (XS)	100
Glowing Mana	Magic Critical Up (S)	125
Goat Milk	Life Up (S)	100
Gogo Suit	Def Up (S)	100
Graden Salt	Damage Up (XS)	100
Gravity Stone	Spd Up (XS)	100
Green Mana	Life Up (S)	125
Groovecube	All Res Up (S)	100
Hexi Glass	Quality Up (S)	125
Huffin	Ver Range (S)	100
Ice Stone	I Damage (S)	105
Industrial Alcohol	Damage Up (XS)	50
Large Aeronium	L Damage (M)	120
Large Red Ore	Damage Up (S)	120
Lightning Stone	L Damage (S)	100
Magi Grass	Element Cost Down (XS)	100
Mini Pendelook	Element Cost Down (XS)	100
Moon Stone	Magic Up (XS)	110
Nue	Damage Up (XS)	80
Old Magi Grass	Heal Up (S)	3
Old Yadok Fungo	Hrz Range (S)	8
Ore	I Res Up (XS)	115
Red Ore	Hrz Range (S)	90
Pearlberry	Quality Up (M)	110
Phoenix Quill	L Res Up (XS)	110
Pikohammer	Attack +1	100
Puniball	Heal Up (S)	100

HARVESTED ITEMS (CONTINUED)		
ITEM	EFFECT	QUALITY
Pure Water	Heal Up (XS)	100
Rainbow Disc	Life Up (XS)	100
Red Legien	Ver Range (S)	80
Red Mana	F Res Up (S)	125
Red Wine	Del Support x1	110
Shadow Stone	D Res Up (XS)	100
Silver Legien	Quality Up (XS)	105
Silver Water	Damage Up (XS)	80
Spoiled Meat	Element Cost Down (S)	10
Star Piece	Life Up (XS)	100
String	Del Support x2	100
Super Nue	Range (S)	120
Tatalia Cotton	Def Up (XS)	100
Tingleberry	Element Cost Down (XS)	100
Triffid	Damage Up (M)	120
Urob	Heal Up (S)	100
Violet Fungus	Pwr Up (S)	100
Wax	F Damage (S)	100
Wild Meat	Heal Up (XS)	100
Yadok Fungo	Damage Up (XS)	100
Yellow Mana	All Res up (XS)	125

ALCHEMY ITEMS

There are two kinds of Alchemy items in *Atelier Iris 2*.

One type can be equipped by one or more characters and used to unlock a Secret Factor. This provides the character with a particular passive skill for as long as the character has the item equipped, or until such time as the character earns enough skill points to permanently learn the skill. In the latter event, the item can be unequipped, and the character retains the benefits of the skill.

The other type of Alchemy item cannot be equipped. This is simply an ingredient, to be used in the construction of accessories, Mana items, or other Alchemy items.

INTRODUCTION

BASIC TRAINING

ALCHEMY BASICS

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MAPS

TABLES

ITEM CRAFTING AND ACQUISITION

BESTIARY

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Damask Ring									
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	—	6	—	—	—	—	—	—	—
SPECIAL				USABLE BY					
Slightly increases a character's basic Defense power.									
SKILL				DESCRIPTION					
Defense Up 0/350				A ring made of a fine damask stone. Wearing it makes you feel defensive.					
RECIPE									
Moon Stone*									

Eite Liqueur									
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	—	—	—	—	—	—	—	—	—
SPECIAL				USABLE BY					
Slightly increases the experience points a character earns in battle.									
SKILL				DESCRIPTION					
Experience UP 0/750				A mysterious, glowing oil.					
RECIPE									
Cure Jar*, Glowgrass*									

Fog Box									
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	—	—	—	2	—	—	12	—	—
SPECIAL				USABLE BY					
The Skill gauge automatically refills every turn.									
SKILL				DESCRIPTION					
Restore 0/400				A small box that releases a cloud of fog when you open the lid.					
RECIPE									
Industrial Alcohol*, Ancient Ore, Philosophic Ash									

Gravity Crystal									
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	—	—	—	2	—	—	—	—	—
SPECIAL				USABLE BY					
Do an additional attack.									
SKILL				DESCRIPTION					
Double Attack 0/800				A crystal that floats in the air. Use them to carry heavy things.					
RECIPE									
Gravity Stone, Pure Water*									

Gray Crowbar									
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	—	6	—	—	—	—	—	—	—
SPECIAL				USABLE BY					
Increases the damage inflicted by a weapon or other attack.									
SKILL				DESCRIPTION					
Offense 0/300				An ordinary crowbar made from ordinary metal.					
RECIPE									
Flay Hammer*, Wax*, Pure Water*									

Holy Evergreen									
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	—	—	—	—	—	—	—	—	—
SPECIAL				USABLE BY					
Slightly increases a character's maximum LIFE value.									
SKILL				DESCRIPTION					
Life Up				Herbal-based holy water. Does your body good.					
RECIPE									
Huffin*, Heal Herb*									

Magatama Cone									
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	—	—	—	—	—	—	—	—	—
SPECIAL				USABLE BY					
Increases the amount the Skill gauge charges per charge.									
SKILL				DESCRIPTION					
Charge UP (0/400)				A jewel in the shape of a cone. String them together to make a pretty necklace.					
RECIPE									
Dragon Horn*									

Magnetic Crystal									
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	—	6	—	—	—	6	—	—	—
SPECIAL				USABLE BY					
Adds a chance to automatically counterattack.									
SKILL				DESCRIPTION					
Counter 0/600				A mystical crystal with magnetic powers. Used to make compasses.					
RECIPE									
Ore*, Moon Stone, Wax*									

Manatini									
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	—	—	—	—	—	—	—	—	—
SPECIAL				USABLE BY					
Slightly increases the SP a character earns in battle.									
SKILL				DESCRIPTION					
SP Up (0/750)				Alcohol with the power of Mana. Tastes bad. Don't drink too much.					
RECIPE									
Red Wine, Tingleberry*									

Moon Drop									
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	—	—	—	—	—	—	—	—	—
SPECIAL				USABLE BY					
Damage inflicted by Magic attacks will be slightly decreased.									
SKILL				DESCRIPTION					
Magic Guard 0/400				A mysterious jewel that only glows in the moonlight.					
RECIPE									
Urob, Glowing Mana*									

New Moon Drop									
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	—	—	—	—	—	—	—	—	—
SPECIAL				USABLE BY					
Increases the amount of LIFE recovered.									
SKILL				DESCRIPTION					
Heal 0/450				An even more mysterious jewel that only sparkles in the new moon light.					
RECIPE									
Triffid, Glowing Mana*									

Quicksilver Ankh									
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
12	—	—	—	1	—	—	—	—	—
SPECIAL				USABLE BY					
Adds a chance to remain at 1 HP when an attack would have KOed the wearer.									
SKILL				DESCRIPTION					
Guts 0/800				A mercury-colored ankh made from a special ore. It wards off sorcery.					
RECIPE									
Demon Ring, Dem Ore*, Wax*, Crystaleavy*									



Red Crystal

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
—	—	6	—	—	—	—	—	—
SPECIAL			USABLE BY					
Increases the damage inflicted by Magic attacks.								
SKILL			DESCRIPTION					
Magic UP 0/400			A red crystal. Depending on the materials, it may come out different.					
RECIPE								
Red Legien*, Pendulum*								

Rotor Ankh

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
—	—	6	—	—	—	6	—	—
SPECIAL			USABLE BY					
Adds a chance to decrease the next turn waiting time by half.								
SKILL			DESCRIPTION					
Quick 0/999			A scarlet ankh made from a special ore.					
RECIPE								
Lota Cake, Moon Stone*								

Sage's Feather Pen

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
—	6	—	—	—	—	—	6	—
SPECIAL			USABLE BY					
Adds a chance to completely avoid an attack.								
SKILL			DESCRIPTION					
Dodge 0/600			A feather alchemists like to use as a pen. A must-have for calligraphy.					
RECIPE								
Phoenix Quill, Magatama Cone*								

Silver Acid

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
—	—	—	—	—	6	—	—	—
SPECIAL			USABLE BY					
Slightly increases a character's Magic resistance.								
SKILL			DESCRIPTION					
Resist Up 0/250			A silver liquid that can corrode any metal.					
RECIPE								
Silver Water, Dragon Bone*								

Silver Crowbar

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
—	—	—	—	—	—	—	—	—
SPECIAL			USABLE BY					
Damage inflicted by physical attacks will be slightly decreased.								
SKILL			DESCRIPTION					
Defense 0/300			A silver crowbar. For discriminating crowbar enthusiasts only.					
RECIPE								
Silver Legien*, Wax*, Pure Water*								

Viese Charm

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
—	—	—	6	—	—	—	—	—
SPECIAL			USABLE BY					
Adds a chance to deal additional attacks during an additional full-power hit during a Charge Attack								
SKILL			DESCRIPTION					
Extra Blow (0/999)			A home-made charm. It looks plain, but it has the power of love inside it.					
RECIPE								
Hexi Glass, Cotton Cloth								

White Crystal

LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
—	—	—	—	—	—	—	—	—
SPECIAL			USABLE BY					
Slightly increases a character's Magic attack power.								
SKILL			DESCRIPTION					
Magic Up			A white crystal. Depending on the materials, it may come out different.					
RECIPE								
Pearlberry, Eite Liqueur*								

ALCHEMY ITEMS: NON-EQUIPMENT

LEGEND

ALCHEMY ITEM:

The name of the item.

DESCRIPTION:

The in-game text that describes the item.

RECIPE:

Once you've found the appropriate text, you can combine these ingredients to create the Alchemy item in question. An asterisk denotes that you can substitute other items for this ingredient.

Blood Clay

DESCRIPTION	RECIPE
Rare clay tinted by the dried blood used to create it.	Quicksilver Ankh, Wild Meat*, Mana Moebius

Celestial Map

DESCRIPTION	RECIPE
Map of the stars. Astronomy, Eden's latest fad... or is it Astrology?	Magic Paper, Sage's Feather Pen, Meteor*

Comet Gem

DESCRIPTION	RECIPE
Polished comet stone. Known as the King of Jewels.	Comet Stone, Wax*, Pure Water*

Cueparts

DESCRIPTION	RECIPE
What is this thing? Who made it? When? And why?	Groovecube*, Yellow Mana*

Dark Scroll

DESCRIPTION	RECIPE
A mysterious pattern written on jet-black paper. Is this really a map?	Magic Paper, Sage's Feather Pen, Triffid*

Formal Fabric

DESCRIPTION	RECIPE
High-quality fabric. Clothes made from it feel so nice.	Phoenix Quill

Gold Crowbar

DESCRIPTION	RECIPE
A golden crowbar. It looks gorgeous, but come on. Really...	Dem Ore*, Wax*, Pure Water*

Nautical Charts

DESCRIPTION	RECIPE
Map used by sailors. First drawn by the dread pirate Dwayne.	Magic Paper, Sage's Feather Pen, Magnetic Crystal*

Reptile Egg

DESCRIPTION	RECIPE
A mysterious egg. It has overwhelming Mana power within it.	Dragon Tongue, Philosophic Ash, Phoenix Quill, Spoiled Meat

Ruby Prism

DESCRIPTION	RECIPE
The ultimate source of Mana power. Every alchemist wants one.	Verdure Doublet, Gurgu's Cane, Reptile Egg, Aroma Material

Silk Cloth

DESCRIPTION	RECIPE
A cloth made from silk. Very shiny. Very special in Gardo.	String

Spiteful Stone

DESCRIPTION	RECIPE
A material fused with unstable substances and spite. Extremely hard.	Lota Cake, Cueparts*

Sun and Wind Wing

DESCRIPTION	RECIPE
A decorative headpiece with wings.	Phoenix Quill, Red Crystal

Verdure Doublet

DESCRIPTION	RECIPE
An emerald crystal engraved with a secret alchemy message.	Triffid, Slaith Crown, Ares Liquid

**MELONA'S SHOP,
NOIR**

ITEM	COST	NOTE
Aihie Fungo	400	—
Angel Feather	3,200	Episode 22 only
Comet Stone	1,000	—
Illusion Bracelet	3,200	Episode 22 only
Jewel of Eden	500	Damask Ring recipe
Mini Pendelook	250	—
Moon Stone	60	—
Nue	30	—
Reincarnation Recipe	500	Return Gem recipe
Super Nue	300	—
Industrial Alcohol	120	—

**YACH'S SHOP,
NOIR**

ITEM	COST	NOTE
BBQ 101	700	Charcoal recipe
Dem Ore	50	—
Dowsing Guide	100	Pendulum recipe
Fire Brand	4,000	Episode 22 only
Ice Brand	4,000	Episode 22 only
Lightning Brand	4,000	Episode 22 only
Magi Grass	10	—
Noir	700	Eden Outfit recipe
Ore	600	—
Red Legien	40	—
Red Ore	30	—
Silver Legien	100	—
The Light	300	Glow Lamp and Flame recipes; Episode 8 only
Wax	10	—

SHOPS

There are 16 different shops in *Atelier Iris 2*, and their proprietors are *happy* to sell you various accessories and harvested items. Admittedly, many of their goods can be obtained for free if you're willing to do a little traveling first, but you can't beat a store for sheer convenience.

Get into the habit of checking back at Yach's shop every time you pass it by. He occasionally obtains new items, such as when he acquires a new book in Episode 8, or he may request items of you.

If a store's selling a Key item, snatch it up. Key items only ever show up in one place.



MITSUE'S SHOP, TATALIA VILLAGE



ITEM	COST	NOTE
Aihie Fungo	400	—
Ale	90	—
Ancient Mask	600	—
Dem Ore	50	—
Red Legien	40	—
Wax	10	—

NOTE

This is gone after Episode 15.

SHOP KEEPER, RIESEVELT BACK ALLEY



ITEM	COST	NOTE
Comet Stone	1,000	—
Dem Ore	50	—
Geology	4,000	Magnetic Crystal recipe
Mini Pendelook	250	—
Moon Stone	60	—
Ore	700	—
Red Legien	40	—
Red Ore	30	—
Shadow Stone	200	—
Silver Legien	100	—

MERCHANT, MAX'S CAMP



ITEM	COST	NOTE
Ale	90	—
Belkhyde	800	Belk Blackbelt recipe
Graden Cape	800	—
Ice Stone	280	—
Phoenix Quill	310	—



ALTANA CHURCH SHOP

ITEM	COST	NOTE
Botany 101	900	Yugdore Water recipe
Dragon Bone	1,800	—
Flour	30	—
Mini Pendelook	250	—
Moon Stone	60	—
Wax	10	—

GRAND CITY GENERAL STORE



ITEM	COST	NOTE
Aihie Fungo	400	—
Flour	30	—
Goat Milk	50	—
Graden Salt	50	—
Red Wine	400	—
Totem Shield	1,200	—
Yadok Fungo	60	—





GRAND CITY MAGIC SHOP

ITEM	COST	NOTE
Book of Troth	2,800	Manatini recipe
Graden Salt	50	—
Magic Snack Recipe	800	Animal Cookie recipe
Ore	700	—
Shadow Stone	200	—
Silver Legien	100	—
Tingleberry	100	—
Wax	10	—

NOTE

This does not re-open until Episode 13.



HIDDEN VILLAGE SHOP

ITEM	COST	NOTE
Fairy Clothes	300	—
Fairy Hat	300	—
Magi Grass	10	—
Manners 101: 2	3,900	Magatama Cone recipe
Moon Stone	60	—
Pearlberry	300	—



RIESEVELT ANTIQUE SHOP

ITEM	COST	NOTE
Ancient Mask	600	—
Dragon Shield	2,000	—
Gradin Cape	800	—
Totem Shield	1,200	—



MERCHANT, RIESEVELT EAST GATE



ITEM	COST	NOTE
Aroma Talisman	2,000	—
Hopes and Dreams	5,800	Sun and Wind Wing recipe
Magic Pipe	2,000	—
Mystical Beast	4,500	Crystaleavy recipe
Niv Tiara	2,000	—
Phoenix Quill	310	—



WORKER, RIESEVELT EAST GATE

ITEM	COST	NOTE
Aihie Fungo	400	—
Frozen Rain	600	—
Nue	30	—
Silver Water	500	—
String	200	—
Wax	10	—

CAT EAR MERCHANT, INDOORS, ZWITAL VILLAGE



ITEM	COST	NOTE
Fairy Life 1	5,500	Dark Fairy Clothes recipe
Fairy Life 2	5,500	Dark Fairy Hat recipe
Fairy Tales	500	Fairy Tea recipe
Glowgrass	200	—
Mini Pendelook	250	—
Silver Water	500	—
Yadok Fungo	60	—

CAT EAR MERCHANT, OUTDOORS, ZWITAL VILLAGE



ITEM	COST	NOTE
Ale	90	—
Blacksmith Advanced	3,700	Quicksilver Ankh recipe
Flour	30	—
Goat Milk	50	—
Red Wine	400	—
Revival	4,800	Revive recipe
Tingleberry	100	—



CAT EAR MERCHANT, CHIEF'S HOUSE, ZWITAL VILLAGE

ITEM	COST	NOTE
Black Mana	4,600	—
Blue Mana	4,600	—
Dark Mana	4,600	—
Glowing Mana	4,600	—
Green Mana	4,600	—
Red Mana	4,600	—
Yellow Mana	4,600	—



SECRET DRAGON SHOP, CLAIRE VILLAGE

ITEM	COST	NOTE
Ankh	4,800	—
Dragon Blood	1,500	—
Dragon Bone	1,500	—
Dragon Horn	1,500	—
Heaven & Earth book	10,050	Globe recipe

WEAPON SYNTHESIS

As noted earlier in this book, Felt is effectively browbeaten into learning blacksmithing at the end of Episode 4, which gives you access to weapon synthesis. This is an important part of the game, because weapon synthesis is what gives you access to better and more powerful skills.

LEGEND

WEAPON:

The weapon produced via this synthesis.

NEEDED ITEM:

Each weapon synthesis requires a specific accessory, Alchemy item, or Mana item. No substitutions can be made.

NEEDED MANA:

To make a given weapon, you must have made a pact with a particular Mana spirit in Eden. Unless you're power leveling like crazy, you should usually pick up a spirit's patronage well before you can make any weapons that require the spirit's help.

LIFE:

The amount the weapon adds to, or subtracts from, a character's LIFE.

ATTACK:

The amount the weapon adds to, or subtracts from, a character's Attack.

MAGIC:

The amount the weapon adds to, or subtracts from, a character's Magic.

DEF:

The amount the weapon adds to, or subtracts from, a character's Defense.

SPEED:

The amount the weapon adds to, or subtracts from, a character's Speed.

F. RES:

The amount the weapon adds to, or subtracts from, a character's F Res.

I. RES:

The amount the weapon adds to, or subtracts from, a character's I Res.

L. RES:

The amount the weapon adds to, or subtracts from, a character's L Res.

D. RES:

The amount the weapon adds to, or subtracts from, a character's D Res.

SECRET FACTOR:

The skills imparted by possession of the weapon. In the event that a weapon teaches two skills, the active skill is listed first.

NOTE

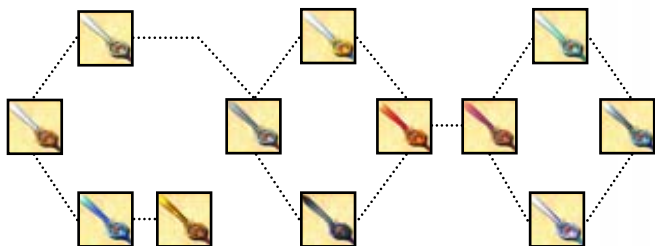
All weapons' stats are listed according to how they improve upon the stats of each character's basic starting weapon.

NOTE

There's no practical reason to do so, but if you want to revert to a character's basic weapon, you need Charcoal. You also need Dour's patronage, but you get that in Episode 1.



FELT'S WEAPON TREE



Lightning Azoth

NEEDED ITEM		NEEDED MANA		SECRET FACTOR				
Craft		Zuvelk		Aura Strike, L Damage				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
—	10	—	—	—	12	—	—	—

Alloy Azoth

NEEDED ITEM		NEEDED MANA		SECRET FACTOR				
Damask Ring		Zuvelk		Aura Wave, Critical Up				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
—	20	6	6	—	—	—	—	—

Holy Azoth

NEEDED ITEM		NEEDED MANA		SECRET FACTOR				
Eite Liqueur		Zuvelk		Strike Edge, Evil Slayer				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
—	29	—	—	—	—	—	—	12

Dark Azoth

NEEDED ITEM		NEEDED MANA		SECRET FACTOR				
Rainbow Cloth		Jiptus		Forbidden Power				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
-30	48	10	—	—	—	5	5	24

Flaming Azoth

NEEDED ITEM		NEEDED MANA		SECRET FACTOR				
Flame		Uru		Raging Strike, F Damage (M)				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
24	39	—	10	—	5	5	5	5

Aegis Azoth

NEEDED ITEM		NEEDED MANA		SECRET FACTOR				
Glow Lamp		Diemia		Raging Wave				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
—	58	—	18	1	6	6	6	12

Gale Azoth

NEEDED ITEM		NEEDED MANA		SECRET FACTOR				
Meteor		Silwest		Phantom Edge, Dragon Slayer				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
—	86	6	—	5	—	—	12	—

Spirit Azoth

NEEDED ITEM		NEEDED MANA		SECRET FACTOR				
Item Wish		Faustus		Mana Weapon, Elemental Damage				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
—	77	24	—	—	15	14	15	—

Divine Azoth

NEEDED ITEM		NEEDED MANA		SECRET FACTOR				
Comet Gem		Plua		Mana Shield, Demon Slayer				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
18	93	18	—	—	10	10	10	10

Destiny

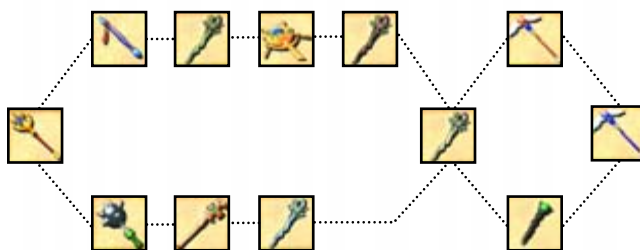
NEEDED ITEM		NEEDED MANA		SECRET FACTOR				
Platiin		Eital		Blue Energy				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
72	96	24	24	—	15	19	15	25

Royal Azoth

NEEDED ITEM		NEEDED MANA		SECRET FACTOR				
Elixir		Aion		Final Edge, Attack +1				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
62	106	42	36	10	25	26	24	25



VIESE'S WEAPON TREE



Ebony Staff

NEEDED ITEM		NEEDED MANA		SECRET FACTOR				
Mell Orb		Dour		Living item				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
—	5	-3	—	1	5	—	—	-3

Bashing Queen

NEEDED ITEM		NEEDED MANA		SECRET FACTOR				
Play Hammer		Zuvelk		Critical Up (M)				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
—	14	8	—	—	7	-4	3	-9

Prim Staff

NEEDED ITEM		NEEDED MANA		SECRET FACTOR				
Uru Core		Zuvelk		Healing Drop				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
—	10	—	—	—	12	—	-4	-4

Fairy Staff

NEEDED ITEM		NEEDED MANA		SECRET FACTOR				
Fairy Tea		Uru		Magic Critical Up (M)				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
24	34	14	18	—	—	-4	-4	-9

Heavenly Staff

NEEDED ITEM		NEEDED MANA		SECRET FACTOR				
Meteor		Silwest		Power item, Sky Sonata				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES
24	19	6	—	—	—	5	-4	—

Sorcerer's Staff

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Silwest Core		Faustus		Wide Extraction, Magical Power					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	24	39	15	—	—	5	5	-9	

Mute Staff

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Megido's Key		Siren		Silver Hand Healing, Mana Slayer					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	29	49	19	2	7	3	8	5	

Saint Staff

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Animal Cookie		Eital		Mega Extraction, Blessed Power					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
24	52	14	24	—	—	-4	-4	15	

Earthly Staff

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Sun and Wind Wing		Aion		Healing Rain, Wind Waltz					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
36	38	44	36	—	22	10	23	5	

Providence Staff

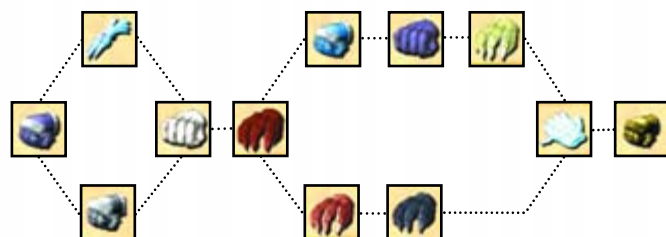
NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Heal Bulb		Aion		Divine Power					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
66	43	44	29	—	44	47	40	42	

Goddess Staff

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Elixir		Aion		Holy Power					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
102	48	68	48	9	22	20	17	45	



⌘ NOIN'S WEAPON TREE



Lebern Knuckle

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Bomb Ice		Nymph		Puni Slayer					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	9	—	10	—	—	3	—	—	

Gauntlet

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Damask Ring		Zuvelk		Storm Blast, High Concentration					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	17	6	38	-24	3	-2	4	3	

Silver Gauntlet

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Alchemist Medal		Zuvelk		Heal Wind, Divine Power					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
30	24	12	—	—	40	47	30	30	

Point Getter

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Flame		Uru		Sucker Kick, Critical Up (S)					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	33	—	10	—	4	—	5	5	

Mana Glove

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Return Gem		Faustus		Healing Light, Mana Slayer					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	55	78	5	—	9	-5	10	—	

Meteor Gauntlet

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Meteor		Silwest		Combo Attack, Attack +1					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
15	40	15	5	—	4	—	5	12	

Godspeed Fist

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Rainbow Cloth		Silwest		Fury Combo, Attack +2					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
48	47	18	20	5	18	13	18	—	

Majin Gauntlet

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Refuel		Plua		Falcon Blast, Forbidden Power					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
-30	100	-18	-34	—	12	7	12	—	

Crystal Claw

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Red Crystal		Eital		Gale Heal, Extract Magic Power					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
24	4	126	6	—	14	-5	14	48	

Holy Bandages

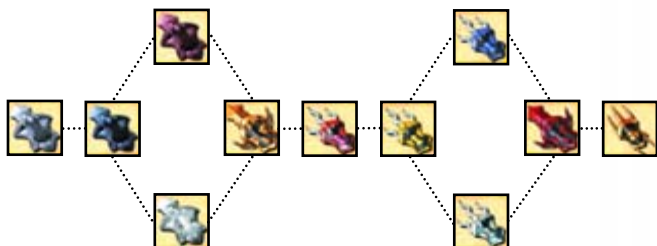
NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Animal Cookie		Eital		Adrenaline					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
36	72	24	29	9	—	-5	22	44	

Holy Battle Fist

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Tera Flame		Eital		Noin Combo, Critical Up (L)					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
58	81	29	48	—	28	15	29	20	



GRAY'S WEAPON TREE



Ice Blade

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Huffin Water		Nymph		Ice Breath, I Damage (S)					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
24	9	—	—	—	—	15	—	—	

Endurance Blade

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Damask Ring		Uru		Critical Up (S)					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
12	20	6	5	—	—	5	5	—	

Roaring Blade

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Belk Blackbelt		Zuvelk		Taunt, Critical Up (S)					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
12	31	—	11	—	—	—	15	—	

Invincible Blade

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Silver Crowbar		Zuvelk		Shredding Dragon					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
15	42	—	10	10	—	—	—	—	

Passion Blade

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Key of Hermes		Uru		Flaming Blade					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
15	52	12	10	—	—	—	—	12	

Thunder Blade

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Alchemist Medal		Silvest		Thunder Breath, L Damage (M)					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
20	62	14	15	—	—	—	15	6	

Vacuum Blade

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Comet Gem		Silvest		Attack +1					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
24	79	—	15	—	7	8	8	8	

Crystal Blade

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Red Crystal		Eital		Infernal Blade					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
36	84	54	9	—	—	—	—	36	

Warrior Blade

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Tera Flame		Eital		Tera Flame, Beast Buster					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
48	94	—	15	9	14	15	15	15	

Raging God

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Elixir		Aion		Dragon Ruin, Critical Up (M)					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
72	105	6	39	10	21	22	22	22	



FEE'S WEAPON TREE



Cross Slicer

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Damask Ring		Nymph		Twin Slicer					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	8	11	—	—	—	—	—	—	

Soul Slicer

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Nectar		Zuvelk		Curse Attack					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	18	5	—	—	—	—	—	—	

Rage Slicer

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Mega Flame		Uru		Endless Blade, Critical Up (S)					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	26	9	—	—	—	—	—	—	

Spirit Scythe

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Eite Liqueur		Jiptus		Divine Steal					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	35	12	—	—	—	—	—	14	

Shadow Sickle

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Red Crystal		Faustus		Zale Shine, Extreme Poison Attack					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	43	23	—	—	5	5	5	12	

Nightingale

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Yugdore Water		Siren		Divine Drain					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	51	24	—	—	—	12	—	12	

Chaos Sickie

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Rainbow Cloth		Plua		Shadow End, Cursed Power					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	61	-4	—	—	10	9	10	9	

Bright Sickie

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Glow Lamp		Aion		Ein Zeckslash, Evil Slayer					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
24	69	20	14	1	—	19	19	36	

Altena Scythe

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Altena Jar		Eital		Avatar, Blessed Power					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
36	96	62	38	—	12	12	12	60	

Photon Saber

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Slait Dress		Aion		Ein Zecksdance, Attack +2					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
59	86	53	35	5	29	29	29	29	



POE'S WEAPON TREE



Parallelmit

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Flame		Uru		Poe Firecracker, F Damage (S)					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	19	10	-10	—	7	-4	7	-5	

Poe Cannon

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Craft		Zuvelk		Slow Bullet					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
7	9	—	-10	—	2	-2	2	-3	

Pipote Rifle

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Alchemist Medal		Diernia		Beast Buster					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
9	28	—	-10	4	6	-4	6	1	

Parallelmit 2

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Mega Flame		Uru		Poe Dynamite, F Damage (M)					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	38	—	-10	5	—	-4	—	14	

Poe Blaster 7

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Tera Flame		Uru		Poe Dynamite EX, F Damage (L)					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
24	86	—	14	—	9	5	9	5	

Pistol Mark 3

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Grappling Hook		Zuvelk		Poe Missile mk. 2					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
14	48	—	-4	—	7	3	7	1	

Poe's Automatic

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Damask Ring		Silwest		Mystery Bullet, Attack +1					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	51	—	9	—	3	16	9	6	

Gatling Gun

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Meteor		Silwest		Bullet Surprise, Attack +2					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
—	67	21	-10	—	—	10	14	-5	

Fairy Pukoref

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Red Crystal		Faustus		High Concentration					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
12	76	17	49	-24	7	10	7	9	

Surge Cannon

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Dragon Gem		Eital		Poe Bazooka, Divine Power					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
66	96	15	5	—	50	40	44	83	

Poe Magnum SP

NEEDED ITEM		NEEDED MANA		SECRET FACTOR					
Elixir		Eital		Poe Missile mk. 3, Critical Up (M)					
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	
55	105	38	22	10	31	27	31	5	

SECRETS

A couple of out-of-the-way secrets are hidden in Belkhyde and Eden. You naturally unravel many of them as you travel through the game, but when the credits roll, one or two of them may remain mysteries.

Here are a couple of things you might not have noticed on your trip through *Atelier Iris 2*.

LITHOGRAPHS

From Episode 1, you notice the occasional presence of bizarre stone lithographs scattered around both Belkhyde and Eden. There are 14 in all.

As noted in the walkthrough, these lithographs don't exactly contain the secrets of the universe, but they do hold the key to unlocking one of the single best items in the game: the Cure Crystal.





Aquitto Spring is demolished in Episode 20, and you have to read that lithograph to make progress.

Lithograph Locations



Wood: Near the entrance of Marmel Forest in Eden.



Metal: In the western room in the Metal Caves in Eden.



Sound: On a plateau in Belkhyde's Great Desert. Look for it as you're searching for Talatia Cotton during Episode 4.



Dream: In the Forest of Ocean Mist, near the campsite.



Fire: Near the Scarlet Temple in Eden, of course.



Poison: Near Jiptus's holy ground in the Aquitto Spring. You must find and read this lithograph to continue through the game.



Wind: On Weathervane Hill, in Eden.



Dark: In the eastern chamber of the Moon Tower, in Eden.



Water: In Agito Cove in Belkhyde.



Stone: Underneath Eden Temple, near the Stone Mana's holy ground. You need the Key of Hermes to get inside.



Light: In plain view on the Crystal Monument in Eden.



Fragrance: Atop the bluffs near South Lake Midgard.



Life: Inside the Sealed Ruin in Belkhyde.



Creation: Just outside the final teleporter in the Temple of Creation. You'll practically trip over it.

Upon reading the final lithograph, whichever one that happens to be, you receive the Ellis. This handy tome teaches Viese how to synthesize the powerful Cure Crystal, a Mana item that restores 999 LIFE and cures all abnormal statuses for every member of the party. This kind of potent healing mojo is just what you need to survive against Palaxius, as well as the super-tough bosses at the Dragon's Den.



HIDDEN RECIPES

In most alchemical recipes, you can substitute ingredients. Usually, the result is a higher- or lower-quality item, but every so often, a particular substitution creates a brand-new item.



Viese helpfully informs you when your substitution may create something new, without actually having to use up the ingredients. The recipe for this new item is thereafter filed in your item list like any other recipe.

Unfortunately, you cannot simply mix items together at random and hope to achieve a result. The only way to discover a new recipe is to tinker with the ingredients for a recipe you already have, and see what the result may be.

- **Astral Globe:** Make a Globe with a Celestial Map.
- **Blau Helm:** Make a Roten Helm with a Shadow Stone or Silver Legien.
- **Celestial Map:** Make Nautical Charts with a Meteor.
- **Crystalite:** Make a Crystaleavy with a White Crystal.
- **Dark Scroll:** Make Nautical Charts with a Triffid.
- **Formal Fabric:** Make Cotton Cloth with a Phoenix Quill.
- **Gold Crowbar:** Make a Silver Crowbar with Dem Ore.
- **Gray Crowbar:** Make a Silver Crowbar with a Flay Hammer, Red Ore, or Red Legien.
- **Holy Evergreen:** Make Wonder Grow with Huffin or Huffin Water.
- **Ice Comet:** Make a Meteor with a Quicksilver Ankh or Moon Drop.
- **New Moon Drop:** Make a Moon Drop with a Triffid.
- **Silk Cloth:** Make Cotton Cloth with String.
- **Spiteful Stone:** Make a Rotor Ankh with Cueparts.
- **Thunder Rod:** Make a Lightning Rod with a Gray or Gold Crowbar.
- **Under Globe:** Make a Globe with a Dark Scroll.
- **White Crystal:** Make a Red Crystal with a Pearlberry.

Item Crafting & Acquisition

ALCHEMY MASTERCLASS

Atelier Iris 2 is a game about experimentation, for the most part. You can play it like a standard-issue RPG if you really want to, but a hugely enjoyable aspect of the game is the endless tweaking of your equipment and items, and tracking down the materials to do so.

It's time to discuss taking your alchemy skills to the next level.

EXPERIMENTATION



Whenever you create an item via Synthesis, some recipes give you the option of substituting new items for various ingredients. You can use this to experiment and find new recipes, but you can also take this opportunity to add new

Property Reviews to the item or increase its quality.

PROPERTY REVIEWS



Each item in the game possesses at least one unique ability, which it passes on to any item that it's used to manufacture.

An item's Property Reviews are a relatively subtle quantity, as they mostly consist of small boosts to your statistics. Some properties are a lot more impressive than that, though, as they give the item's wearer extra attacks, the ability to inflict special status effects, or a bonus hit's worth of elemental damage. The Dragon Horn Earring, for example, gives Gray an extra hit every time he uses a Charge Attack, as his weapon bursts into flames.



The most impressive Property Reviews typically come from items you can't make, such as Daza's Belt, which come with a host of powerful Property Reviews. You also can't toss just any Property Review on any item; in order to get it, you must be able to substitute appropriate materials. For example, you can't throw Dragon Slayer on just any accessory. To add it, you must be able to somehow incorporate Dragon Meat into the accessory's recipe.

With all that in mind, Property Reviews are an important method of improving your equipment beyond its original capability. Even a low-level item such as the Eden Outfit can turn into a powerful defensive accessory if you synthesize it with the right materials. By using Property Reviews to your advantage, you can continue to improve your characters' equipment every time you find a usable item.



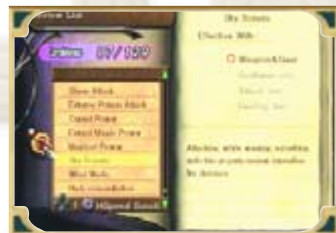
For example, if you make a set of Silver Armor with Dark Mana and a Slaith Dress, as opposed to a Gradin Cape and a Shadow Stone, you drastically improve its elemental resistances and boost its wearer's Speed.

You can also use items such as Dragon Meat to construct specialized anti-monster equipment. You can apply up to four Property Reviews to a single item. If a given item ingredient's Property Reviews are inapplicable to the item at hand, the text of the property will be gray.



Note that once you've changed an item's recipe, and thus the Property Reviews that item has, you retroactively alter all of the items of that type in your inventory. If you create Silver Armor with, say, L Res Up, all the Silver Armor in your inventory now conveys L Res Up to its wearer. Viese is apparently quite busy behind the scenes, improving and repairing your items.

It's also worth noting that all those passive skills on your weapons, such as Blessed Power and Sky Sonata, show up in the Review List in the Reference menu.



A RELATIVELY SNEAKY TRICK



Most players hit a point in *Atelier Iris 2* where they're earning SP a little too quickly, so characters are constantly cycling through Alchemy items. And late in the game, there's almost no reason to keep an Alchemy

item equipped at all, because you've already learned all the passive skills you can at that time.

This is where Property Reviews really come into their own. You can make a few Alchemy items expressly for the purpose of conveying skills.

For example, you can make a Quicksilver Ankh with Dragon Meat to provide a character with the Dragon Slayer skill. Or, you could make a Gray Crowbar with an Ice Comet, Wax, and Silver Water. You wind up with a Silver Crowbar that provides a boost to LIFE and Magic, and a character with it equipped does Fire damage in addition to his or her regular attacks. The sky's really the limit here.



QUALITY



Thankfully, an item's quality is a simpler factor. A higher-quality item does its job more effectively: it does more damage, restores more health, or gives you better stat bonuses. When you're constructing Mana items or accessories for your own use, keep an eye on their Quality rating and the attached Property Reviews.

Conversely, using inferior ingredients—such as substituting Foul Water for Pure Water, or Old products for fresh ones—gives you a much lower-quality item. You can sometimes get away with that if you're just making some quick throwaway item, such as making a Comet Gem to give to Eital the Light Mana or Flay Hammers for Yach. NPCs don't care about the quality of your work as long as it's the item in question.



Alchemy items can also usually be made with lower-quality, cheaper materials if you can get away with it. The important thing about an Alchemy item is its Secret Factor, and very few of them have any sort of additional effect. If it does, it's a small, negligible stat bump, such as a +6 to Magic.



Low-quality Mana items, though, just aren't worth using. Always make sure a Mana item's got a Quality rating of at least 100 before you take it into the field.



Experimentation also occasionally results in a brand-new item that you won't figure out how to make in any other way. Get a new result by substituting an item in a recipe. Find a list of secret recipes in the "Secrets" section of this book.



ITEM WISH



When you first learn how to make Item Wishes, they seem fairly useless. They miss a lot and waste your turn. However, once you've got a few levels behind you, they actually turn into something halfway useful.

It's worth restating: aside from the single Globeball you find in the Great Lighthouse in Episode 4, the only way to find Globeballs, Groovecubes, Violet Fungi, Rainbow Discs, Pikohammers, Gogo Suits, or Star Pieces is through the use of Item Wish.



The best place to use Item Wish is usually a dungeon you cleared a few episodes back. The more powerful you are compared to the monsters you're currently fighting, the more likely it is that Item Wish will work.

It's also useful in certain fights where a tough monster has brought along some cannon fodder; use Item Wish, with or without Viese's Wide Item skill, to clear out the backup so you can get down to business.



FINDING RECIPES

There are dozens of ancient books and scrolls in *Atelier Iris 2*. These Key items contain a bit of folklore or an ancient recipe, which Viese can use to create new items. You receive quite a few of them simply by progressing through the game, but others are hidden, or cannot be taken the first time you run across them.

For easy reference, here are the locations of all the Key items that teach you recipes.

RECIPE	KEY ITEM	WHERE FOUND
Aion Core	Mana Power: Life	Scale the cliffs on the second map at Mt. Gelad
Alchemist Medal	Alchemic Econ	Eden's Metal Caves, on the northern path
Amanita Needle	Amanita's Diary	Scale first cliff at the Holy Path
Animal Cookie	Magic Snack Recipe	Sold at the Grand City magic shop for 800 cole
Aroma Pot	Mell and the Monster	In a treasure chest behind one of the wind tunnels in the North Cave
Basilisk Eye	Mystic Beast	In a treasure chest in the western part of the Wetlands
Belk Blackbelt	Belkhyde	Sold at the shop in Max's Camp for 800 cole
Blood Clay	Book of Soil	Use three Grappling Hooks to scale the cliff by the dock on the South Grand Plain
Blue Bracer	Lumlia the Knight	In the silver treasure chest in the Noir Historical Society
Bomb Ice	Ice Age	In a treasure chest on the East Coast Highway
Charcoal	BBQ 101	Sold at Yach's shop in Noir for 700 cole
Comet Gem	Manners 101	In a treasure chest by the side of the Grand Highway
Cotton Cloth	Clothspinner	Given to Felt by Mitsue over the course of Episode 4
Craft	Weapon Guide	Treasure chest, Great Desert Ruins
Crystaleavy	Mystical Beast	Sold by the merchant at the Riesevelt East Gate for 4,500 cole
Cueparts	Holy Script	Open the golden treasure chest near the dock at South Lake Midgard
Cure Crystal	Ellis	Read all 14 lithographs
Damask Ring	Jewel of Eden	Sold at Melona's shop in Noir for 500 cole
Dark Fairy Clothes	Fairy Life 1	Sold by the indoors Cat Ear Merchant in Zwaital Village for 5,500 cole
Dark Fairy Hat	Fairy Life 2	Sold by the indoors Cat Ear Merchant in Zwaital Village for 5,500 cole
Dark Lightning Cloud	Weather Report	Given to Viese by Yach in Episode 12
Demon Ring	Cursed Man	In a silver treasure chest on the southern path through the South Grand Plains
Diselement	New Element	In a treasure chest on the cavern atop the cliffs near the entrance of the Mist Canyon
Divine Shield	Town History	In a treasure chest north of the campsite in the Forest of Ocean Mist
Dragon Fang Earring	Dragon Slayer Tales	On the battlements at Fort Zeyung
Eden Outfit	Noir	Sold at Yach's shop in Noir for 700 cole
Eite Liqueur	The Life	In a treasure chest by the merchant in Max's Camp
Element Blaze	Heavenly Sigh	Destone everyone in Eden in Episode 22, then talk to Lutanus
Elixir	Soul Genesis	In Episode 18, check the left middle shelves in Kreuz's private library
Fairy Tea	Fairy Tales	Sold by the indoors Cat Ear Merchant in Zwaital Village for 500 cole
Faustus Core	Mana Power: Evil	Toward the north end of the Dark Spring
Fear Bottle	Alchemy 101	Given to Viese by Kreuz at start of game
Flay Hammer	Blacksmith 101	Trade 10 Wonder Grows to Yach in Episode 4
Flute of Cerberus	Mystic Beast 2	Use a Tera Flame on the first tempered boulder in the Dark Forest 2
Fog Box	Fallen Book	On the second floor of Riese Palace
Globe	Heaven & Earth	Sold at the secret dragon shop in Claire Village for 10,050 cole
Gravity Crystal	Miracle Stone	Use a Grappling Hook to reach the inaccessible treasure chest in Marmel Forest
Grappling Hook	Alchemic History	Check the top shelves in Kreuz's private library in Episode 14
Gurgu's Cane	Book of Marcus	Defeat Clockwork at the Mysterious Palace
Heal Bulb	Neko's Work 2	Near the scarecrow on the bluff overlooking Alha Village

RECIPE	KEY ITEM	WHERE FOUND
Heal Herb	Alchemy 101	Given to Viese by Kreuz at start of game
Heal Jar	Healing Skills	In a treasure chest in the basement of the Altena Church
Huffin Water	Garden Book	Check where Iris was standing in the Eden Temple library in Episode 4
Lightning Rod	Storm	North of Silwest's holy ground on Weathervane Hill
Lota Cake	Experiment	In a treasure chest in plain sight in the Altena Forest
Magatama Cone	Manners 101: 2	Sold at the shop in the Hidden Village for 3,900 cole
Magic Paper	Paper Skills	In a treasure chest in the northern part of the Parnaky Cave
Magnetic Crystal	Geology	Sold by the shopkeeper in the Riesevelt Back Alley for 4,000 cole
Manatini	Book of Troth	Sold at the Grand City shop for 2,800 cole
Mega Flame	My Ultimate Bomb	Given to Felt by Noin in Episode 9
Megido's Key	Book Alha	Talk to Max in the study at Riese Palace in Episode 21
Mell Orb	Iris' Notes	Given to Viese automatically at the end of Episode 19
Meteor	Lost Item	In a silver treasure chest in the caverns underneath Eden Temple
Moon Drop	Slaith Songs	Open the golden treasure chest near the dock in the Sessier Forest
Nautical Charts	Pirate Bramus	In a treasure chest in Vintavne
Nectar	Mythology 1	In a treasure chest near the lithograph in Agito Cove
Nymph Core	Mana Power	Rescue Poe
Pendulum	Dowsing Guide	Sold at Yach's shop in Noir for 100 cole
Philosophic Ash	Intellect	In the treasure room in Riese Palace, available in Episode 16
Platiin	Shining Metal	Scale the cliff near the slippery part of the Crystal Monument
Plua Core	Mana Power: Dark	Behind the tempered boulder on the Grand Highway
Power Shield	Military Tactics	In a silver treasure chest in Dark Forest 3
Quicksilver Ankh	Blacksmith Advanced	Sold by the outdoors Cat Ear Merchant in Zvital Village for 3,700 cole
Red Crystal	Crystal 101	In a hidden chest on the West Sessier Plain, on the ledge to the left of the western entrance
Refuel	Neko's Work	Scale the cliff in Dark Forest 2
Reptile Egg	Ancient Skills	Check the lower right shelves in the hidden library in Altena Church
Return Gem	Reincarnation Recipe	Sold at Melona's shop for 500 cole
Revive	Revival	Sold by the outdoors Cat Ear Merchant in Zvital Village for 4,800 cole
Roten Helm	Veek Tactics	In a treasure chest in the Riesevelt Sewer
Rotor Ankh	Church Tale	South of the second campsite in the Temple of Creation
Ruby Prism	Alchemic Destiny	In Episode 18, check the left middle shelves in Kreuz's private library
Sage's Feather Pen	Leneal	In a treasure chest in the Forest of Ocean Mist, available via Grappling Hook
Silver Acid	Liquidification	In a treasure chest behind a boulder in the Onuki Cave (needs Mega Flame)
Silver Armor	Slaith Fashion	In a silver treasure chest in the Cleft of Nelvia
Silver Crowbar	Instruction Manual	In a treasure chest in the North Grand Woods
Silwest Core	Mana Power: Wind	Scale cliffs near northern entrance of North Grand Woods
Slaith Dress	Slaith History	Use the southwestern teleporter in the second room of the Graveyard; open silver treasure chest
Sun and Wind Wing	Hopes and Dreams	Sold by the merchant at the Riesevelt East Gate for 5,800 cole
Super Uni	Tik Tik	In the golden treasure chest in Viese's workshop
Time Stone	Illusional Vacation	In a golden treasure chest in the Sealed Ruin
Uni	No Name 1	In the silver treasure chest on the second floor of Viese's workshop
Uru Core	Mana Power	Rescue Poe
Uroborus Pill	Book of Uroborus	In a silver treasure chest on the west side of Lailzatt Cave
Verdure Doublet	Chaos' Diary	At the end of the Sealed Ruin
Viese's Charm	Viese's Recipe	Viese comes up with this over the course of Episode 14
Wonder Grow	Garden Book	Check where Iris was standing in the Eden Temple library in Episode 4
Yugdore Water	Botany 101	Sold at the Altena Church for 900 cole
Zuvelk Core	Mana Power: Power	In the silver treasure chest in Grand City's park

ITEMS TO LOOK FOR

Part of being a successful alchemist is knowing where to go to get your items, and what you need to have lying around.

HARVESTED ITEMS

Always be on the lookout for new sources of items. Most of the harvested items in *Atelier Iris 2* prove to have renewable sources. Once you have Wonder Grow, Yugdore Water, Fairy Tea, and Flay Hammers, you can fully exploit all the features of your environment for the items they can contain.

The following table shows where each of the game's harvested items can most easily be found.

Harvested Items

ITEM	WHERE TO FIND
Aeronium	Dropped by Totems. Mine it at Weathervane Hill in Eden.
Aihie Fungo	Melona sells it throughout the game.
Ale	Grab the bag near the entrance of the Spring of Nelvia.
Ancient Ore	Mine the fallen stalactites in the Wetlands during Episode 19.
Black Mana	Sold by the Cat Ear Merchant inside the chief's house at Zwtal Village.
Blue Mana	Sold by the Cat Ear Merchant inside the chief's house at Zwtal Village.
Comet Stone	Buy from Melona's shop in Noir, or mine in the Cleft of Nelvia.
Dark Mana	Sold by the Cat Ear Merchant inside the chief's house at Zwtal Village.
Dem Ore	A common find when mining.
Desert Flower	Use Fairy Tea on the thickets in the Great Desert.
Dore Water	Take it from the pond in the southern clearing of the Crystal Monument in Eden.
Dragon Blood	Win the Dragon's Den qualifier exam to receive three vials of Dragon's Blood. You can do this as often as you like.
Dragon Bone	Can be mined in the Cleft of Nelvia.
Dragon Horn	Sold in the secret dragon shop in Claire Village.
Dragon Tongue	Acquired upon defeating the Dragon King Ardgevald.
Dry Glowgrass	Use Wonder Grow on sprouts in the West Sessier Plains.
Faux Puniball	Often dropped by Zombie Punis, or get the bag of them in the Great Lighthouse in Riesevelt.
Flour	Sold at Altena Church.
Foul Water	Frequently dropped by Punis.
Fresh Glowgrass	Beat the Expert Spirits challenge at the Dragon's Nest.
Frozen Rain	Available for sale in the Riesevelt marketplace; beat Expert Mercenaries challenge at Dragon's Nest.
Globeball	Use an Item Wish on a Totem.
Glowgrass	Grows wild in Sessier Forest.
Glowing Mana	Sold by the Cat Ear Merchant inside the chief's house at Zwtal Village.
Goat Milk	Sold in the general store in Grand City.
Gogo Suit	Use an Item Wish on Baphy or Legion.
Graden Salt	There's a bag of it in the Lailzatt Cave.
Gravity Stone	Go mining underneath Eden Temple, in the Stone Mana's holy ground. You need a Key of Hermes.
Green Mana	Sold by the Cat Ear Merchant inside the chief's house at Zwtal Village.
Groovecube	Use an Item Wish on a Red Puni or Vulture.
Hexi Glass	Given to Viese by Silwest, one time only.
Huffin	Use Wonder Grow on the sprouts near the plaza in Marmel Forest.
Ice Stone	Mine it on the Holy Path.
Industrial Alcohol	Sold at Melona's shop in Noir.
Large Aeronium	Mine it at Weathervane Hill in Eden.
Large Red Ore	Mine it at the Dark Spring.
Lightning Stone	There are a couple of bags of Lightning Stones in the Graveyard.
Magi Grass	It's sold in Yach's shop in Noir, but you'll find tons of it in barrels, crates, and dungeons.

ITEM	WHERE TO FIND
Mini Pendelook	Dropped by Banshees. Melona sells them in Noir.
Moon Stone	First found in Riesevelt's Sewer, but can be mined in many places thereafter.
Nue	Check the Marmel Forest for a handy supply.
Old Magi Grass	Check crates and barrels in cities in Belkhyde.
Old Yadok Fungo	Check the crates and barrels in the North Grand Woods.
Ore	Can be mined at Mt. Gelad.
Pearlberry	Use Yugdore Water on the saplings in the Parnaky Cave.
Phoenix Quill	Dropped by avian enemies such as Vultures, Falcon Hawks, and Rocs.
Pikohammer	Use an Item Wish on a Mountain Pig or Witch.
Puniball	Often dropped by many types of Punis.
Pure Water	Check the sink in Viese's workshop.
Rainbow Disc	Use an Item Wish on a Harpy.
Red Legien	Wherever you can mine for ore, there's someplace you can mine Red Legien. Try Claire Village for maximum convenience.
Red Mana	Sold by the Cat Ear Merchant inside the chief's house at Zwtal Village.
Red Ore	Can be mined at the North Cave, and many places thereafter.
Red Wine	Sold in Grand City.
Shadow Stone	Mine it in the Onuki Cave.
Silver Legien	Only slightly less common than Red Legien. Can first be found at the Fork.
Silver Water	Sold in the Riesevelt marketplace.
Spoiled Meat	Frequently found inside crates and barrels.
Star Piece	Use an Item Wish on a Parafungo.
String	Sold in the Riesevelt market during Episode 16.
Super Nue	Sold in Melona's shop.
Tatalia Cotton	Use Wonder Grow on the sprouts in the southern Great Desert.
Tingleberry	Sold in the Grand City Magic Shop in Episode 13.
Triffid	Use Fairy Tea on the thickets in Dark Forest 3.
Urob	Use Fairy Tea on the thickets by the Belkhyde Gate.
Violet Fungus	Use an Item Wish on a Salamander or Basilisk.
Wax	There's a bag of it in the Riesevelt Sewer, but it's sold cheaply in Grand City.
Wild Meat	Dropped by many, many enemies.
Yadok Fungo	You first find it by growing sprouts near the first campsite in the North Grand Woods.
Yellow Mana	Sold by the Cat Ear Merchant inside the chief's house at Zwtal Village.

ALCHEMY ITEMS

Comet Gems, Red Crystals, Charcoal, and Eite Liqueur are probably the most frequently required items on the list; in the Eite Liqueur's case, it's both useful in any number of syntheses and is a powerful item in its own right. Be sure to keep several of each around at all times.

Conversely, there's only one use for a Sun and Wind Wing, and that's synthesizing Viese's Earthly Staff. Don't worry about making more than one.

ELEMENTS

It's far easier and more convenient to use Mana Synthesis to make most Mana items, with the obvious exception of the Cores. That means you constantly need more elements, especially while you're in the field, or if you've started relying on Felt and Viese's ability to synthesize Mana items in combat.

To keep a good supply on hand, be sure to visit various locations such as the ones listed below. Otherwise, you run the risk of running out just when you need them most.

Wood Elements

The further you get into the game, the harder it is to get Wood elements. A lot of weaker enemies drop them, quite a few early dungeons have hearty supplies of crates and barrels, and you can always extract Wood and Water from plants.

Water Elements

Punis drop Water elements, so you often have quite a few, but you can never quite have enough, because Water is an ingredient in many healing items. A couple of Water crystals appear in Marmel Forest by the plaza once Viese makes a pact with Nymph, and you can extract Water elements from plants.

Aroma Elements

In the unlikely event you need to stock back up on Aroma elements, several Aroma crystals appear near the entrance of Marmel Forest once Viese has made a pact with the Aroma Mana.

Fire Elements

A lot of enemies drop Fire elements. Dragons usually do, of course, but so do “angry” enemies such as Wolves or Mountain Pigs. Once the Scarlet Temple has reappeared in Eden, it provides a handy place to refill your Fire elements pretty much at will.

Illusion Elements

There’s no holy ground for the Illusion Mana, but Illusion crystals are a little easier to come by than you’d think. There’s one in the Forest of Ocean Mist, and one at the Scarlet Temple.

Sound Elements

There aren’t any crystals for Sound elements, to the best of our knowledge. Your best bet is to take on the challenges at the Dragon’s Nest that involve Were Cats or Hell Kitties, both of which yield Sound elements upon their defeat. You can also find a fair number of them in the Forest of Ocean Mist.

Lightning Elements

Before the reappearance of the Crystal Monument, the best way to get Lightning elements fast is to go to the Great Desert with some Wonder Grow. Make the sprouts in the oasis bloom to find a couple of Lightning crystals.

Air Elements

Birdlike enemies such as Harpies, Rocs, Vultures, and Falcon Hawks often yield Air elements upon their defeat. Once you reopen Weathervane Hill, you can find a few Air crystals there.

Life Elements

There are no respawning Life elements in the game, more’s the pity. There’s a one-time-only Life cluster near the Dour Tree when it reappears in Eden; other than that, your best bet is to hunt Mana Clusters in the field. They appear at the Cleft of Nelvia, the Graveyard, the Dark Forest, Mt. Gelad, and Vintavne. Remember, only Felt and Viese can harvest elements from any opponent, including Mana Clusters.

Dark Elements

You can find Dark elements in a couple of places, such as the Moon Tower, but the fastest way to stock up on them is to hunt demonic enemies. Visit someplace like the Graveyard and you rapidly get more Dark elements than you can carry.

Poison Elements

You find far more Poison elements than you actually need. In the event you need to farm some, find a couple of easily obtainable crystallized Poison elements by growing the sprouts in the Sessier Forest, along the path one screen west of the dock.

Metal Elements

When in doubt, go raid the Metal Caves in Eden. There are several Metal Element crystals scattered around the cavern.

Stone Elements

You can extract Stone elements from many boulders and stalactites the world around, but for efficiency’s sake, visit Eden Temple. Even before you open the silver gate, two Stone element crystals are in the cavern below the temple proper. It’s easy to run underground, extract the crystals, leave Eden Temple, and then repeat the process.



Bestiary

Belkhyde is a dangerous place, bursting with monsters that wish to eat you. On top of that, Felt finds himself at odds with the entire Riesevelt army from time to time. Because it's always good to know your enemy, here's a helpful list of all the monsters in *Atelier Iris 2*, complete with their stats.

LEGEND

NAME:

The name of the monster.

ITEM:

The item you usually get for defeating this monster, assuming it drops one.

RARE ITEM:

You may get this item for defeating this monster, but it's an extremely rare occurrence. You've just got to trust to luck.

BONUS ITEM:

The item you get if you successfully use an Item Wish on the monster. Note that you will not earn experience, SP, or cole for a monster that's "defeated" with Item Wish.

COLE:

The money earned for defeating this monster.

EXP:

The experience points you earn for defeating this monster.

LIFE:

The monster's maximum LIFE.

ATTACK:

The monster's base Attack rating, before any stat-modifying skills kick in.

DEFENSE:

The monster's base Defense rating, before any stat-modifying skills kick in.

SPEED:

The monster's base Speed rating, before any stat-modifying skills kick in.

F. RES:

The monster's base Fire Resist rating, before any stat-modifying skills kick in.

I. RES:

The monster's base Ice Resist rating, before any stat-modifying skills kick in.

L. RES:

The monster's base Lightning Resist rating, before any stat-modifying skills kick in.

D. RES:

The monster's base Dark Resist rating, before any stat-modifying skills kick in.

ELEMENT:

If Felt or Viese finishes off this monster with a Charge Attack, Break Attack, or combat skill, they can harvest these elements.

SOME PEOPLE JUST NEVER LEARN



You face a couple of bosses more than once. In that case, they're listed multiple times, with the stats they have during each fight; note that they level up just as you do.

The first time you face Chaos or Ardevald, they cannot be defeated by any means short of throwing your PlayStation 2 out the window. Thus, no stats are provided for them in these battles.



MANA CLUSTERS

It looks like a typo, but it isn't. There are three different types of Mana Clusters, each one distinguishable only by its color, LIFE, and the element it yields when defeated.

Amalgam										
ITEM	RARE ITEM		BONUS ITEM		COLE		EXP			
Glowing Mana	Aroma Material		—		0		12,000			
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
64,000	750	720	250	120	250	300	50	500	—	

Archer										
ITEM	RARE ITEM		BONUS ITEM		COLE		EXP			
Super Nue	—		Groovecube		30		43			
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
360	86	40	48	56	35	36	41	45	Aroma 3	

Ardevald (second bout)										
ITEM	RARE ITEM		BONUS ITEM		COLE		EXP			
Dragon Shield	—		—		1,200		2,000			
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
12,000	50	150	50	60	500	25	250	500	—	

Ardevald (third bout)										
ITEM	RARE ITEM		BONUS ITEM		COLE		EXP			
Dragon Tongue	—		—		5,000		10,000			
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
30,000	560	450	125	72	500	50	500	500	—	

Armadillo										
ITEM	RARE ITEM		BONUS ITEM		COLE		EXP			
Wild Meat	Spoiled Meat		Globeball		6		30			
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
136	31	58	65	52	55	8	13	20	Water 2	

Assassin Doll										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Red Legien	Silver Legien		Pikohammer		48	94				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
544	104	96	110	63	25	50	50	500	Sound 3	

Baal										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Dragon Bone	Glowing Mana		Rainbow Disc		800	1,757				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
4,544	420	150	209	90	250	250	250	500	Sound 25	

Baby Pig										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Wild Meat	Spoiled Meat		Pikohammer		4	19				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
120	26	24	45	52	20	0	20	5	Fire 2	

Banshee										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Mini Pendelook	—		Groovecube		4	26				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
10	10	20	50	32	0	0	0	500	Illusion 2	

Baphy										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Spoiled Meat	—		Gogo Suit		125	168				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
777	165	85	77	51	75	75	25	225	Dark 5	

Basilisk										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Industrial Alcohol	—		Violet Fungus		15	87				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
478	80	80	150	60	75	50	0	500	Poison 4	

Beast Master										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Wild Meat	—		Rainbow Disc		100	299				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
1,500	267	160	242	79	123	148	96	106	Aroma 10	

Blaze Element										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Glowing Mana	—		—		0	4,444				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
50,000	840	550	350	25	0	400	250	150	—	

Blaze Element										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Red Ore	Dragon Horn		Rainbow Disc		30	146				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
1,025	110	110	125	50	20	0	150	72	Fire 15	

Book Eater										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Black Mana	—		—		1,000	1,666				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
4,800	80	360	150	73	80	230	80	200	—	

Brownie										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Magi Grass	Red Legien		Pikohammer		15	27				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
210	61	48	86	51	0	0	0	40	Metal 2	

Bugbear										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Mini Pendelook	Silver Legien		Groovecube		66	156				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
510	60	175	55	63	70	155	40	500	Sound 7	

Cacto										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Spoiled Meat	Magi Grass		Globeball		7	30				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
325	64	22	55	58	25	0	50	10	Water 10	

Caterpillar										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
String	—		Globeball		11	59				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
510	158	78	76	55	40	30	40	30	Wood 3	

Cerberus										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Wild Meat	Spoiled Meat		Star Piece		45	169				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
840	320	60	186	58	500	0	60	125	Fire 10	

Chaos (second bout)										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Yellow Mana	—		—		1,000	2,400				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
5,000	50	165	125	75	200	200	200	200	—	

Chaos (third bout)										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
—	—		—		2,000	5,000				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
5,000	100	200	175	75	188	188	188	200	—	

Charon										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Mini Pendelook	Comet Stone		Groovecube		111	211				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
710	80	225	122	71	85	175	20	500	Sound 10	

Clockwork										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Industrial Alcohol	Yellow Mana		—		480	800				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
9,680	450	220	500	80	80	80	80	500	—	

Dark Princess										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Green Mana	—		—		0	4,649				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
7,777	50	777	500	120	233	177	233	500	—	

Darkwing										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Phoenix Quill	Black Mana		Rainbow Disc		283	432				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
1,744	332	120	186	95	145	160	50	220	Dark 12	

Death Gigas										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Ore		Silver Legien		Gogo Suit		51		227		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
1,092	199	85	106	51	103	143	42	500	Poison 8	

Death Knight										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Ore		Yellow Mana		Star Piece		216		1,156		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
2,750	389	275	254	68	183	201	66	500	Dark 20	

Death Warrior										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Ore		Comet Stone		Gogo Suit		74		388		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
1,400	295	100	156	59	145	186	53	500	Poison 12	

Divine Guard										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Yellow Mana		—		—		0		6,666		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
45,000	600	350	100	80	80	190	230	200	—	

Divine Judge										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Green Mana		—		—		0		7,777		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
28,000	400	730	125	65	240	240	240	300	—	

Dragonia										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Red Mana		—		—		0		7,500		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
43,000	960	440	250	48	363	0	308	500	—	

Elda										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Moon Stone		Black Mana		Rainbow Disc		222		415		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
1,010	80	360	163	84	85	235	40	500	Lightning 15	

Elder Virium										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Dark Mana		—		—		0		1,000		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
3,600	285	10	125	69	0	150	0	500	—	

Elecoatl										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Green Mana		—		—		0		3,333		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
36,000	666	111	222	77	25	250	500	500	—	

Elemental										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Mini Pendelook		Pure Water		Groovecube		8		33		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
158	10	40	65	58	150	250	250	10	Air 3	

Emerald Puni										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Blue Mana		—		—		0		2,319		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
22,222	550	320	750	90	186	192	204	224	—	

Enchantress										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Fresh Glowgrass		Dark Mana		Rainbow Disc		160		169		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
1,000	97	350	250	70	168	129	140	208	Lightning 10	

Evil Beast										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Moon Stone		Industrial Alcohol		Pikohammer		96		373		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
1,620	250	120	165	89	105	100	125	500	Dark 12	

Evil Servant										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
—		—		—		1,111		3,333		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
6,666	444	420	88	62	140	108	45	500	—	


Falcon Hawk										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Wild Meat		Phoenix Quill		Groovecube		16		27		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
175	81	45	73	60	0	10	41	10	Air 3	

Faux Puni										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Faux Puniball		Large Aeronium		Rainbow Disc		10		443		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
1,500	300	50	500	77	500	500	50	500	Lightning 10	

Firedillo										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Red Ore		Large Red Ore		Globeball		104		146		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
930	266	134	148	61	125	0	100	116	Fire 7	

Flame Virum										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Dragon Blood		Red Mana		Rainbow Disc		1,200		2,272		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
10,800	600	420	102	70	0	0	150	500	Fire 30	

Floating Fish										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Red Legien		—		Groovecube		10		33		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
362	30	60	35	41	45	30	0	45	Water 6	

	Fly Trapper									
	ITEM		RARE ITEM		BONUS ITEM		COLE	EXP		
	Nue		Magi Grass		Globeball		30	80		
	LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT
550	108	40	72	58	10	65	200	53	Wood 4	

Fungo King										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Old Magi Grass	—		Star Piece		1,500	383				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
5,000	125	450	50	25	25	299	349	500	Wood 25	

Fungo										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Old Magi Grass	—		Star Piece		1	26				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
100	20	10	25	22	1	1	1	10	Wood 1	

Galahad (first bout)										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Black Mana	—		—		500	1,800				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
7,500	180	220	125	65	75	90	150	260	—	

Galahad (second bout)										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Black Mana	—		—		2,500	2,500				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
12,000	400	350	225	70	125	130	250	250	—	

General										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Large Aeronium	Black Mana		Gogo Suit		250	357				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
2,000	245	130	300	62	135	170	104	101	Metal 10	

Ghost										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Foul Water	Mini Pendelook		Pikohammer		6	24				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
140	10	20	50	42	0	60	0	122	Illusion 2	

Golden Puni										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Puniball	Glowing Mana		Groovecube		250	27				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
160	52	48	65	90	20	50	10	50	Water 6	

Guardian										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Comet Stone	—		—		0	777				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
3,000	150	100	75	50	150	150	150	250	—	

Gunner										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Super Nue	—		Groovecube		41	71				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
460	66	60	52	48	125	40	52	25	Aroma 2	

Hammerhead										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Wild Meat	Pure Water/ Wild Meat		Star Piece		50	157				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
2,600	142	85	25	33	76	50	150	54	Stone 10	

Harpy										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Wild Meat	—		Rainbow Disc		41	94				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
360	104	90	72	74	66	45	30	88	Air 4	

Heavy Metal										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Shadow Stone	—		Violet Fungus		40	101				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
650	182	60	103	47	75	75	25	25	Metal 5	

Hell Kitty										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Wild Meat	Huffin		Pikohammer		96	193				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
1,020	200	240	106	73	125	50	200	100	Sound 10	

Hell Legion										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Dark Mana	—		—		0	6,942				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
44,444	999	550	180	66	225	205	180	400	—	

Hell Slayer										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Black Mana	—		—		0	8,083				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
26,000	735	245	500	25	0	0	0	500	—	

Ice Puni										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Ice Stone	—		Groovecube		25	65				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
240	136	48	75	60	20	500	20	120	Water 8	

Imperial Archer										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Goat Milk	—		Rainbow Disc		96	167				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
940	148	120	165	61	204	88	91	71	Aroma 5	

Imperial Commander										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Dem Ore	—		Violet Fungus		75	156				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
650	155	72	150	47	108	162	75	62	Metal 5	

Imperial Footman										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Ale	—		Violet Fungus		25	53				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
200	115	55	60	50	70	130	36	45	Metal 2	

Imperial Guard										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Gradin Cape	—		Gogo Suit		151	181				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
1,100	290	125	145	70	74	81	93	68	Metal 8	

Imperial Soldier										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Gradin Cape	—		Violet Fungus		63	80				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
680	202	98	74	60	68	45	70	43	Metal 3	

Imperial Support Soldier										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Goat Milk	—		Rainbow Disc		202	131				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
1,200	40	280	158	65	89	103	113	85	Aroma 9	

Instant Brownie										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Speed Star	Dark Mana		—		0	15,000				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
30,000	750	500	200	150	150	75	150	500	—	

Jin										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Aeronium	Large Aeronium		Pikohammer		74	180				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
750	135	156	110	72	50	250	500	77	Air 8	

Lantern Jack										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Mini Pendelook	Large Red Ore		Pikohammer		32	94				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
515	65	148	120	55	500	25	0	172	Lightning 3	

Legion										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Silver Legien	Dragon Bone		Gogo Suit		200	256				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
999	245	145	169	63	125	125	50	500	Dark 10	

Light Princess										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Yellow Mana	—		—		0	2,983				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
7,777	50	777	500	120	177	233	177	100	—	

Lilim										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Large Red Ore	Glowing Mana		Rainbow Disc		220	146				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
2,000	120	440	225	95	500	75	50	500	Aroma 15	

Mad Brownie										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Silver Legien	Moon Stone		Pikohammer		105	826				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
2,800	425	120	164	81	202	65	170	180	Metal 15	

Mahou Shoujo										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Red Mana	—		Rainbow Disc		960	2,360				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
5,000	150	650	450	96	400	400	400	250	Lightning 25	

Mana Cluster										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
—	—		Star Piece		0	50				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
300	80	10	50	1	5	5	5	10	Life 10	

Mana Cluster										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
—	—		Star Piece		0	50				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
400	80	10	50	1	5	5	5	10	Water 50	

Mana Cluster										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
—	—		Star Piece		0	50				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
500	80	10	50	1	5	5	5	10	Lightning 25	

Mandragora										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Spoiled Meat	Nue		Globeball		5	24				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
210	50	20	55	45	0	45	125	41	Wood 2	

Master Pig										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Wild Meat	Fairy Clothes		Pikohammer		70	87				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
445	32	110	175	56	70	10	0	112	Lightning 4	

Master Puni										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Puniball	Fairy Clothes		Pikohammer		60	59				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
323	32	90	150	48	10	70	0	56	Lightning 3	

Master Thief										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Ale	—		Violet Fungus		45	80				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
612	106	60	81	76	52	50	25	25	Metal 4	


Maxwell										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Mini Pendelook	—		Groovecube		55	87				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
310	40	125	50	52	50	125	40	225	Dark 5	

Mega Virum										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Dragon Blood	Dragon Horn		Star Piece		370	462				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
2,840	280	200	73	65	200	0	500	50	Dark 20	

Mercenary										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Shadow Stone	—		Violet Fungus		15	94				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
512	145	30	90	53	60	43	0	60	Metal 3	

Mini Puni										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Puniball	Foul Water		Groovecube		2	14				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
18	1	1	16	10	0	10	0	5	Water 2	

Mountain Pig										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Wild Meat	Spoiled Meat		Pikohammer		13	30				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
240	54	36	65	30	0	30	30	10	Fire 4	

	Mud Eater									
	ITEM		RARE ITEM		BONUS ITEM		COLE	EXP		
	Shadow Stone		Moon Stone		Groovecube		239	363		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
2,100	393	100	149	60	88	210	125	500	Water 10	

Murder Bot										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Mini Pendelook	Gravity Stone		Pikohammer		25	321				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
750	177	80	105	58	165	130	125	500	Dark 10	

Mushroom Prince										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Glowing Mana	—		—		0	5,555				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
50,000	620	430	410	44	0	200	250	175	—	

Mysterious Girl (Fee)										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
—	—		—		0	250				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
300	46	113	400	75	200	200	200	200	—	

Necro Hydra										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Spoiled Meat	Dragon Meat		Rainbow Disc		1,500	2,315				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
9,600	450	480	135	76	400	350	280	500	Poison 30	

Necromancer										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Silver Water	Dragon Bone		Star Piece		213	481				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
1,350	122	490	320	82	250	225	200	500	Dark 15	

Night Aroma										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Fresh Glowgrass	—		—		0	3,800				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
10,000	560	600	120	55	86	101	500	500	—	

Nocturne Element										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Comet Stone	Dragon Horn		Star Piece		170	920				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
1,925	240	360	100	70	125	125	125	500	Dark 25	

Palaxius										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
—	—		—		0	0				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
60,000	700	700	100	125	175	200	150	500	—	

Parafungo										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Old Magi Grass	—		Star Piece		17	59				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
500	61	109	40	39	10	92	114	45	Wood 4	

Phantom										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Mini Pendelook	Silver Water		Pikohammer		49	212				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
777	85	210	140	70	50	500	10	500	Illusion 4	

Poisonous Fungo										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Old Magi Grass	—		Star Piece		68	101				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
650	116	90	65	45	20	110	136	100	Poison 8	

Puni King										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Puniball	—		Groovecube		80	243				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
760	260	50	275	50	60	120	140	60	Water 10	

Puni King										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Puniball	—		—		250	1,000				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
1,500	310	105	80	60	90	130	160	150	—	

Puni Knight										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Puniball	—		—		250	750				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
1,200	208	65	100	65	80	90	150	110	—	

Puni Princess										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Puniball	—		—		250	500				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
1,100	76	110	86	78	80	160	150	150	—	

Puni Punist										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Puniball	—		—		250	750				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
900	88	120	72	57	60	140	170	130	—	

Puni Queen										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Puniball	Frozen Rain		Groovecube		120	580				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
1,260	208	125	262	68	200	160	168	125	Water 15	

Puni Rider										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Puniball	—		Star Piece		0	100				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
950	108	190	53	62	125	50	88	99	Water 10	

Puni										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Puniball	Pure Water		Groovecube		8	17				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
54	3	5	34	25	0	20	0	10	Water 4	

Quetzalcoatl										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Glowing Mana	—		—		3,000	4,200				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
20,000	480	350	100	67	140	500	120	250	—	

Red Puni										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Puniball	—		Groovecube		15	19				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
90	5	26	50	40	10	30	0	15	Water 5	

Relief Soldier										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Goat Milk		—		Rainbow Disc		75		43		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
540	40	136	65	55	79	63	85	49	Aroma 4	

Rhino Beast										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Wild Meat		Red Mana		Rainbow Disc		320		1,567		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
6,000	525	225	102	67	450	125	280	200	Stone 25	

Roc										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Phoenix Quill		Shadow Stone		Groovecube		80		301		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
920	165	180	125	55	60	120	250	30	Air 8	

Rogue										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Ale		—		Violet Fungus		25		71		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
490	86	30	71	64	38	25	0	10	Metal 3	

Salamander										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Red Ore		—		Violet Fungus		10		33		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
312	40	10	105	48	500	0	100	50	Fire 2	

Sand Dragon										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Red Legien		—		Groovecube		99		202		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
1,800	295	90	98	52	150	50	175	108	Stone 6	

Sandfish										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Red Legien		—		Groovecube		25		130		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
900	105	75	53	46	100	30	150	54	Stone 4	

Sentry										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Silver Legien		Aeronium		Star Piece		210		593		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
7,000	406	40	50	50	100	100	500	50	Stone 10	

Shade										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Red Mana		—		—		0		1,192		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
19,999	420	750	400	65	150	0	300	500	—	

Shadow Legion										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Dragon Bone		Black Mana		Gogo Suit		420		736		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
2,577	319	366	146	76	320	300	320	500	Dark 15	

Shadowgirl										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Dragon Blood		Yadok Fungo		Rainbow Disc		145		193		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
1,128	218	195	112	80	112	80	40	500	Dark 7	

Shock Element										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Aeronium		Dragon Horn		Rainbow Disc		40		199		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
1,125	120	120	125	65	150	150	20	50	Air 12	

Skycoatl										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Yellow Mana		—		—		0		3,333		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
48,000	555	333	111	77	250	500	25	500	—	

Slaith's Reincarnation										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Spirit Protect		—		—		2,000		3,000		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
32,000	500	280	100	66	150	75	25	250	—	


Snowmaiden										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Blue Mana		—		—		0		4,100		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
36,000	750	350	165	150	168	0	350	500	—	

Sorceress										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Aihie Fungo		Super Nue		Rainbow Disc		48		53		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
270	61	120	75	55	75	70	80	75	Aroma 5	

Sr. Mountain Pig										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Wild Meat		Large Aeronium		Star Piece		65		227		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
910	299	50	165	76	200	50	75	50	Fire 8	

Stone Golem										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Red Legien		Large Red Ore		Globeball		40		187		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
1,400	206	30	100	45	50	30	200	25	Stone 5	

Stonehead										
ITEM		RARE ITEM		BONUS ITEM		COLE		EXP		
Shadow Stone		Dragon Bone		Star Piece		95		396		
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L. RES	D. RES	ELEMENT	
3,000	314	139	152	45	43	40	500	89	Stone 7	

	Succubus								
	ITEM		RARE ITEM		BONUS ITEM		COLE	EXP	
	Mini Pendelook		Frozen Rain		Rainbow Disc		150	342	
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT
1,440	80	170	136	70	50	150	50	500	Sound 8



Super Puni										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Puniball	Blue Mana		Star Piece		1,000	3,500				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
9,999	500	500	100	100	500	500	500	500	Poison 50	

Supreme Wolf										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Wild Meat	Red Mana		Star Piece		65	462				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
1,080	224	90	255	110	100	240	100	66	Air 8	

Thief										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Flour	—		Violet Fungus		15	43				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
455	70	5	55	58	21	25	0	5	Metal 2	

Totem										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Aeronium	—		Globeball		45	71				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
325	60	20	200	40	25	120	50	50	Wood 3	

Totemite										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Aeronium	—		Globeball		100	186				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
1,200	125	90	350	50	50	120	75	43	Lightning 8	

Triffid										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Triffid	Fresh Glowgrass		Globeball		40	199				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
850	120	120	85	64	20	75	400	180	Wood 6	

Underground Queen										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Black Mana	—		—		0	6,000				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
39,200	700	800	130	92	362	408	277	500	—	

Uni Virum										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Dragon Horn	Dragon Blood		Star Piece		320	357				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
1,880	220	160	62	55	200	0	25	50	Poison 15	

Vine Trap										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Nue	Super Nue		Globeball		12	53				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
425	80	30	68	45	180	55	150	45	Fire 3	

Virum Zombie										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Spoiled Meat	Dragon Meat		Star Piece		105	404				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
4,300	250	150	31	52	20	200	160	500	Dark 15	

Virum										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Dragon Horn	Dragon Blood		Star Piece		70	136				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
1,420	100	100	42	45	250	0	30	60	Fire 10	

Vorpall Sword										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Ore	Comet Stone		Gogo Suit		5	489				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
2,100	444	400	200	75	125	225	250	500	Dark 15	

Vulture										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Wild Meat	Phoenix Quill		Groovecube		45	65				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
360	114	90	90	75	10	50	62	20	Air 4	

Were Cat										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Wild Meat	Goat Milk		Pikohammer		12	101				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
480	120	120	55	64	50	10	10	10	Sound 6	

Wild Cat										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Wild Meat	Fresh Glowgrass		Rainbow Disc		43	493				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
2,400	365	240	205	96	75	125	75	75	Air 15	

Witch										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Dry Glowgrass	Fairy Hat		Pikohammer		12	33				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
312	35	70	88	48	36	36	0	62	Lightning 2	

Wolf Leader										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Wild Meat	Spoiled Meat		Star Piece		20	43				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
210	106	40	68	75	75	180	75	50	Fire 4	

Wolf										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Wild Meat	Spoiled Meat		Star Piece		20	24				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
142	65	40	58	52	50	120	50	5	Fire 3	

Wood Golem										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Magi Grass	Dry Glowgrass		Globeball		25	86				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
900	120	20	50	40	0	40	50	10	Wood 3	

Zombie Puni										
ITEM	RARE ITEM		BONUS ITEM		COLE	EXP				
Faux Puniball	Foul Water		Groovecube		5	87				
LIFE	ATTACK	MAGIC	DEF	SPEED	F. RES	I. RES	L.RES	D. RES	ELEMENT	
600	105	66	40	40	24	120	130	500	Poison 5	